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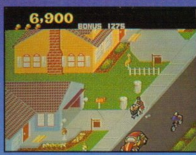
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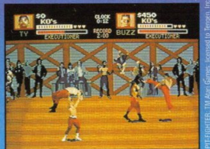
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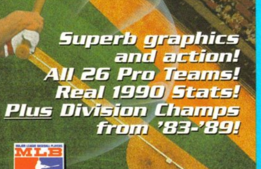


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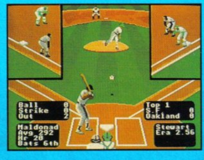
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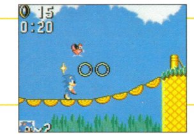


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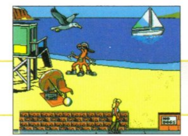








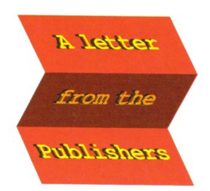
SONIC THE HEDGEHOG BECOMES SONIC THE HAND-HELD ON P. 30



COME ALIVE WITH ART ALIVE ON P. 19



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Hello, Sega Gamers:

Thanks to all our loyal Sega fans, we're finishing 1991 stronger than ever. And in 1992 we'll continue to maintain our leadership position. So stay with us; the best is yet to come.

This year we brought you more Genesis and Game Gear carts -- keeping our promise to give you the best and lots of it. Our goal is to keep the top gamers in the country -- and possibly the world -- busy and happy. And with our new technology, outstanding game designers, and gaming knowledge, we're succeeding.

VISIONS is the only guide around to help you keep track of all the great new Sega games that are coming out. From sneak previews to the untold, inside story, we've got the scoop on Sega for you.

Sega's World Tour was an enormous success, thanks to you. Turn to page 58 to find out who took home the prizes. We can't tell you how great it was to meet so many of you Sega gamers face to face -- although we hardly recognized some of you without your control pads.

We've only just gotten back from the World Tour, but there's no time to unpack our bags and put our feet up. We're on the road again, this time headed for the desert heat of Las Vegas and the always exciting 1992 Winter Consumer Electronics Show. We'll be showcasing the dynamite newest-of-the-new games we've got lined up for Sega's triple threat: Genesis, Game Gear, and Master System.

Before you put this issue down and get back to some serious video gaming, take a look at the latest line-up for your Sega machine-of-choice. Plus, Sonic's back in two new versions for Game Gear and Master System -- see pages 30 and 46 for what's up in the hedgehog department.

Feeling the least bit artistic? We've got a totally new kind of Genesis cart to challenge your high-tech drawing skills. It's all on page 19.

Happy Holidays from Sega of America!

Al Nilsen & Bob Harris
Publishers



VOL 1 ISSUE 7 WINTER 1991/92

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The Game Doctor Answers The Most Commonly-Asked Sega Questions!

Q: ***Congratulations on the magazine, because it's hot! I have a [suggestion], though: since this is an all-Sega magazine, can you give us an article about the history of Sega?***

A: That's a great idea; look for such an article in an upcoming issue of *Sega Visions*. Sega's been a leader in the video gaming industry from the beginning with groundbreaking early arcade games and the Genesis, Game Gear, and Sega Master System for home use, right up to the latest arcade "HoloGames", which use simulated holograms. Try these latest arcade hits, such as TIME Traveler and R 360 - which is a wild air simulator where the player is strapped into a cockpit and experiences complete rotation in all directions!

Q: ***I'm afraid you've made a mistake in the Winter 1990/91 issue of* Sega Visions. *You stated that the so-called rumors about a 32-bit game machine were all false. I've got news for you! There is now indeed the incredible "System 32". It's got a 32-bit processor, hundreds of megs and it features a game called Rad Mobile. I've played it at an arcade in Las Vegas. Soon you'll be able to order the 32-bit Giga Drive from Japan, which is actually a sitdown version of Rad Mobile.***

A: We didn't mean to mislead you when we originally answered this question. *Sega Visions* is a magazine for Sega home video game users, not arcade players. Although occasional arcade-based information appears (such as the news of a new home game on the way which is based on a current, popular Sega arcade title), this is a magazine about the Genesis System, Game Gear and Sega Master System. Rad Mobile is an arcade game so it can pack much more memory than a home system.

The original question referred to a 32-bit home system. There have been 32-bit machines in the U.S. for quite a while, but not for home use. Sega currently has no plans to release such a system. The announcement of yet another new home video game machine on the market would produce total chaos among everyone from developers to retailers right down to you, the game players.

Arcade games are very different from home machines. Arcade games can be constructed modularly, with the monitor, RAM, SCPU, etc. all selected to suit the particular needs of that single game, while home machines must be able to play everything from state-of-the-art flight simulators to arcade, sports and RPGs. Comparing the two is like seeing some remarkable visual or sound effect in a feature-length animation film such as Disney's new "Beauty and the Beast" and wondering why you don't see comparable special effects in every epidode of "The Gummy Bears"!!

The original question also asked about an "adapter" to "boost the Genesis up to 32-bit power". At the present time, Sega does not have such an adapter.

Q: ***I have a few questions to ask the Game Doctor. Does the Genesis support graphic rotation, or does the software? Does the Genesis have graphic scaling capabilities? How did Sega upgrade the Genesis' maximum megabytes from eight to twelve? Finally, since the the Genesis has 16-bit and 8-bit processors, is [it possible to add them up] to one 24-bit CPU?***

A: The rotation is software supported, but when the CD comes out, it will handle both scaling and rotation. Genesis System has graphic scaling capabilities, as seen in Afterburner. Also, eight megabytes was never the limit for the Genesis System -- it may be able to handle as many as 16; the maximum number of megs the Genesis System can run isn't clearly defined yet. Right now, most of the computer experts are dedicating their time to compression -- in other words, getting the maximum speed and sizzle out of the fewest possible megs. As for the twin processors, they can't be "piggybacked". Instead, each are assigned different functions in order to produce the best possible results. The smaller processor, for example, is the workhorse when it comes to producing sound.

Remember to send all Game Doctor questions to:

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THE TERMINATOR™

Welcome to Post-Holocaust Los Angeles in the year 2029, where mutant robots pilot their crafts through the blood-red sky, hunting down human beings that once dominated this wasteland.

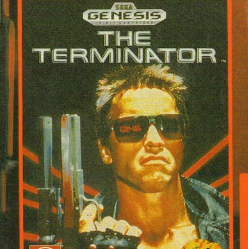
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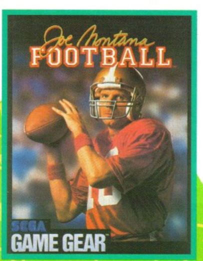


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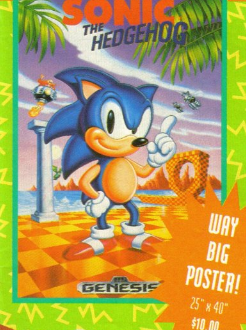


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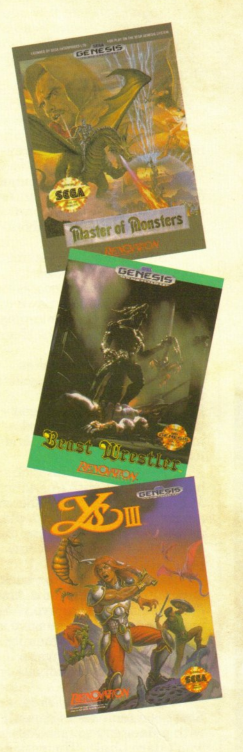
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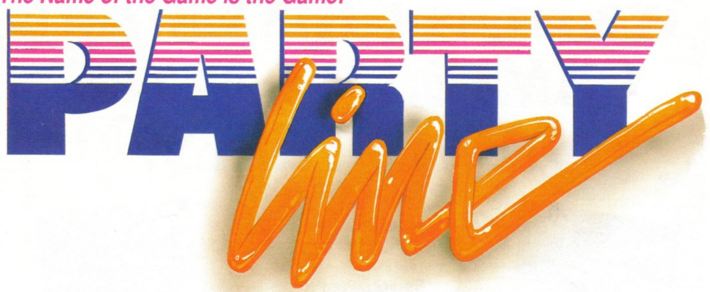
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The Name of the Game is the Game!



Whoa! There's an avalanche of new carts for Genesis and Game Gear from outside gaming gurus for Segaphiles to dig through.

NEW FOR GENESIS:

Arena's three new carts include *Battlemaster,* for those with a yen for combat. Strategic skills will be tested as you place your armies in up to 18 different formations. Command 16 characters, who take orders individually.

Speedball 2 Brutal Deluxe from Arena is changing sports forever. These dudes play in armor with a steel ball. Strategy takes a back seat to pure force.

Turn the clock back, turn the action up, and you've got Arena's *Back to the Future Part III.* Stop a runaway wagon, tangle with Buford Tannen's gang, and take on Mad Dog Buford so you can jump Doc Brown's train -- or be left in the Old West forever.

Bignet offers up a major challenge in *Heavy Nova.* You play a character that's part man, part robot. Talk about heavy metal!

Save our solar system from doom in EA's *Buck Rogers: Countdown to Doomsday.* This is an awesome science-fiction role-playing cart that lets you be the famous Buck.

EA's *Starflight* takes you exploring 270 star systems and 800 planets. Befriend or fight the aliens you meet as you check out jungles, deserts, oceans, and icescapes.

EA updates their football smash hit with *John Madden Football '92.* There's a new all-Madden squad, plus new plays. Look out: now the competition adjusts to your play calls!

There's no turning back once you start Electronic Arts' *Fatal Rewind.* It'll have you walking up walls to survive a complex labyrinth. Enemies are everywhere, and water keeps rising, so get a move on or you're all wet.

EA's *Shadow of the Beast* is a monster of a cart with game play so fast you won't dare blink. The action is super intense and the enemy beasts are enormous.

CHUCK ROCK™

(Virgin Games/Genesis)

Chuck Rock is not your typical muscle-bound-type video hero. For one thing, his physique won't win any awards, and his posture leaves a lot to be desired. For another, he doesn't live in the future but the past. The distant past. Like in the Stone Age.

And Chuck has problems. The unscrupulous Gary Gritter has made off with Chuck's beloved wife, Ophelia. So Chuck sets off, knuckles dragging, to rescue her.

Play along with him for lots of laughs and rock-throwing fun. Chuck puts that gut of his to good use, dealing out some enemy-flattening belly-butts. You help him fight prehistoric beasts and figure out tricky puzzles.

There are five comic levels, including a spooky cave, hazardous water, and a dinosaur graveyard. Chuck Rock is so much fun, it'll have you rocking with laughter.

Mentrix enters with guns blazing in *Caliber .50,* a non-stop shooter set in Viet Nam. Capt. Addis has to get to Rendezvous Sector, preferably alive. You can shoot in 16 directions and scroll in four.

Renovation has five carts waiting to knock your socks off. *Vapor Trail* is a race against time. A terrorist group will blow up Earth in ten days unless you stop them. It's just you, your fighter jet, and your sharpest wits.

In *Arcus Odyssey* from Renovation, you control four warriors. You'll have to solve the mysteries of seven layers of dungeon labyrinth.

Renovation's *Master of Monsters* is the smoothest, fastest fantasy simulation around. Five characters battle for control of the Dark World by using monsters to fight. Up to four players can jam.

Renovation's winning streak continues with *Beast Warriors.* Set beast against beast in combat arenas where anything goes -- and usually does.

The third installment of Adol's adventures, *Ys 3,* is here from Renovation. Larger and more intense, this cart pits Adol and Dogi against new dangers and evils.

You'll find awesome graphics and multi-layer scrolling in Taito's *ThunderFox.* Hand-to-hand combat takes to the air, sea, and land with weapons and assault vehicles.

Taito's *Growl* is anything but tame. The jungle's animals are being poached. You fight back in seven super exciting rounds that take you through cities, caves, jungles, and enemy hideouts.

Taito also brings us evil demons and a man who can change forms in *Saint Sword.* Using magic and courage, you battle Gorgan, who's after world conquest.

Tengen gets down and dirty with *Pit Fighter,* a kickboxing cart based on live action. See page 28 for the whole story. Another Tengen game, *Rampart,* is a medieval strategy game packed solid with action, action, and more action. Two players can build fortifications and place cannons where they'll do the most destruction.

Let your quest for an awesome action/strategy game take you to Treco's *Warsong.* Supported by 20

ROLLING THUNDER 2™

(Namco/Genesis)



Terrorists have destroyed global communication. The world is in economic and political chaos, and WPCO HQ has sent out a special communiqué to the only two agents with a prayer of putting the terrorists out of business: Albatross and Leila.

This is an intense, two-player game of international espionage that takes you in search of determined terrorists as well as the unscrupulous arms merchant, Gimdo. Work with and help your fellow agent because if one of you is killed, the other is left to go it alone until the downed partner can be revived.

Stay alert! Terrorists are hiding in doorways, ready to leap out and shoot you. Keep an eye peeled for Gimdo's newest weapons: contact bombs, underground creatures bred to destroy agents, flame guns, and deadly pulse lasers.

As WPCO HQ says, it looks like a tough one. Good luck!

F-22 INTERCEPTOR™

(Electronic Arts/Genesis)



Look out for anti-aircraft fire! Dodge the MiG on your right! Zoom down to strafe that SCUD missle base! The action is ferocious and incredibly up-to-date in *F-22 Interceptor,* the first gut-wrenching combat flight simulator created for your Genesis.

F-22 Interceptor takes you into stormy battles in four of the world's hot spots. You pilot your highest-tech machine against targets on land, sea, and in the air -- no place is safe. Fire off your sidewinders, mavericks, and TOW anti-tank missles from your on-board arsenal of deadly weapons.

Electronic Arts is unleashing its powerful F-22 fighter a full two years before the U.S. Air Force launches theirs. You can watch the battle from inside your plane for a first-hand view, or choose an external view of plane. Whatever you choose, choose *F-22 Interceptor* and may the best plane win!

characters, Ledin avenges his father's death and conquers the evil Vorzel.

For an all-out space adventure, try *Breach II,* also from Treco. Load up your craft with equipment, and head out on missions to restore peace in earth's space colonies.

Corporation from Virgin Games may sound bureaucratic, but it's a challenge to clear out a monster-infested spaceship. Great first-person perspective!

Also new from Virgin Games is *The Terminator.* Assume the role of Kyle Reese in this video game adaptation of the blockbuster movie hit!

And don't miss *Chuck Rock* also from Virgin Games. See page 12 for more details.

NEW FOR GAME GEAR:

Bignet's 3-D puzzle game, *Junction,* is a puzzle-lover's dream. You maneuver a ball through a mind-blowing maze of pits and enemies in a tense race against the clock. Expect surprises!

Berlin Wall from Kaneko has you tunneling madly to escape enemies. Stop to dig a pit for them to fall in, and you can bury them! Beware: escape patterns keep changing.

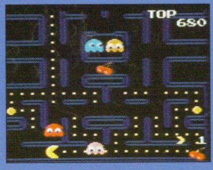
Sage's Creation took breakout and pinball, put them together, and came up with the eight-level *Devilish.* Considering its intense action, this cart is aptly named.

Taito is adapting its hit *Rastan Saga II* for Game Gear, keeping the quest as perilous as ever. With sword and shield, you battle to restore peace to the sacred temple.

Game Gear's excitement has only just begun! Keep your eyes glued to this column for more Game Gear games throughout 1992!

PAC-MAN™

(Namco/Game Gear)



Put the most popular game of all time in the palm of your hand with this newest version of *Pac-Man* for the Game Gear. The round little guy has been chomping his way around ghost-infested mazes since before some Segaphiles were born! Now that's staying power in the constantly changing world of video games.

Once again, Pac-Man gobbles dots and fruit as he scurries around a series of mazes. Rack up those points by steady eating, but keep a Pac-Man eye out for the ever-present ghosts. Unless, that is, your Pac-Man has feasted on a power pellet. Then the tables are turned, and he can chow down on the ghosts for big points.

Hook up with a friend, and play together. Then, if you snack on a ghost, it shows up in your opponent's Pac-Man maze. He gets an extra ghost, and you get extra points.

BATTER UP™

(Namco/Game Gear)



So you think the baseball season is over, eh? Wrong! It's only just beginning, and you've got tickets to the best seat in the stadium with *Batter Up* for Game Gear. If you can't get enough of our national sport, this is the cart for you.

This realistic sports game puts you in control. Choose from 14 teams to set up the game of your dreams in your choice of two stadiums. Don't like the way the pitcher is pitching? Show him how! You can adjust speed, location, and curve on the mound. Send in pinch hitters and relievers. Watch your players leap for high fly balls and dive for grounders. You can almost smell those hot dogs.

If you're by yourself, you can play against the computer. But when you link up with a friend, you two can fight it out for the championship. Namco hits a home run with this cart.

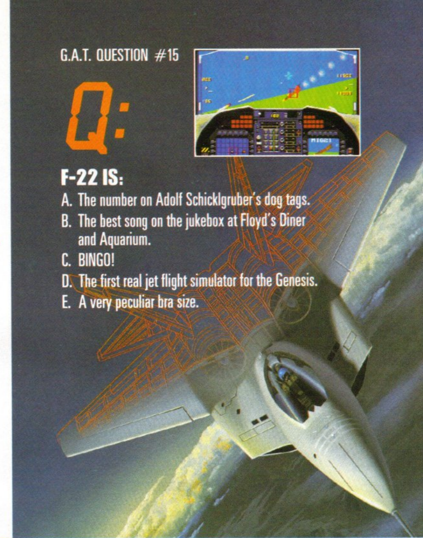
R U A GENESIS GENIUS?

PART 3

You're brilliant, right? NOT!
Take the Genesis Aptitude Test (G.A.T.) and let's find out what you really know. Write the answers to questions 15–21* on your completed entry form, and send it in. You could score 3 new Genesis titles from Electronic Arts just for being a wiz.

And if the G.A.T. didn't hurt your head, flex your brain on the tougher questions in the PRO BOX. Write your answers to questions 1–4 on the separate entry form and you could win a trip to Electronic Arts to Play with the Pros.

*If you didn't answer G.A.T. questions 1–14—no problem. It's never too late to become a Genius!

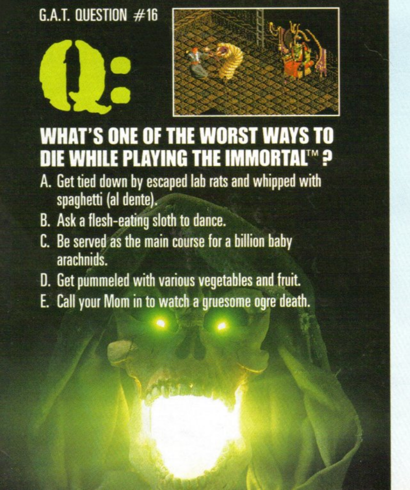


G.A.T. QUESTION #15

Q:

F-22 IS:

A. The number on Adolf Schicklgruber's dog tags.
B. The best song on the jukebox at Floyd's Diner and Aquarium.
C. BINGO!
D. The first real jet flight simulator for the Genesis.
E. A very peculiar bra size.



G.A.T. QUESTION #16

Q:

WHAT'S ONE OF THE WORST WAYS TO DIE WHILE PLAYING THE IMMORTAL™?

A. Get tied down by escaped lab rats and whipped with spaghetti (al dente).
B. Ask a flesh-eating sloth to dance.
C. Be served as the main course for a billion baby arachnids.
D. Get pummeled with various vegetables and fruit.
E. Call your Mom in to watch a gruesome ogre death.

G.A.T. QUESTION #17

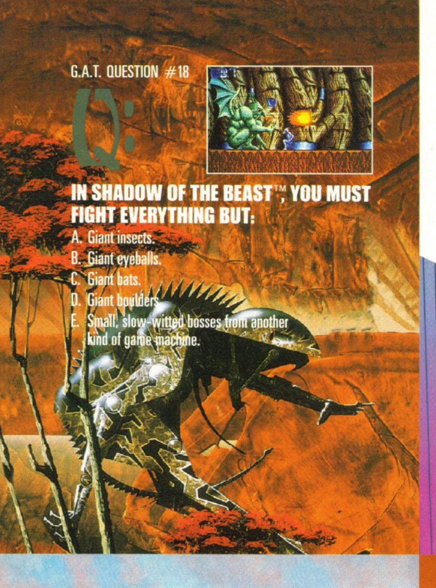
Q:



IN JOHN MADDEN FOOTBALL™ '92, THE NEW RUN & SHOOT OFFENSE IS:

A. Essential in tough neighborhoods.
B. A good way to exploit a suffocating 3-4 defense.
C. Guaranteed to get you 5 to 10 at San Quentin.
D. Dangerous if opposing players have bazookas.
E. Better than Run & Fall Down.





G.A.T. QUESTION #18

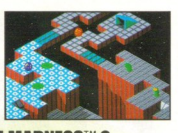


Q:

IN SHADOW OF THE BEAST™, YOU MUST FIGHT EVERYTHING BUT:

A. Giant insects.
B. Giant eyeballs.
C. Giant bats.
D. Giant boulders.
E. Small, slow-witted bosses from another kind of game machine.

G.A.T. QUESTION #19



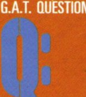
Q:

WHAT IS MARBLE MADNESS™?

A. The hottest band in thrash-punk.
B. A side-effect of the chicken pox.
C. A brain condition affecting the temporal lobe.
D. Piloting your marble through mind-boggling mazes despite cliffs, rubber walls, vacuums, and slime pits.
E. The favorite in the third race at Aqueduct.



G.A.T. QUESTION #20

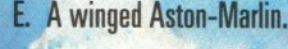


Q:



WHAT DOES ROBOCOD™, THE SUPER SOPHISTICATED SECRET AGENT, USE TO FLY?

A. An Acme rocket sled.
B. His flying-fish feathers.
C. A seaweed chariot pulled by aerodynamic guppies.
D. His bathtub.
E. A winged Aston-Marlin.



G.A.T. QUESTION #21

Q:

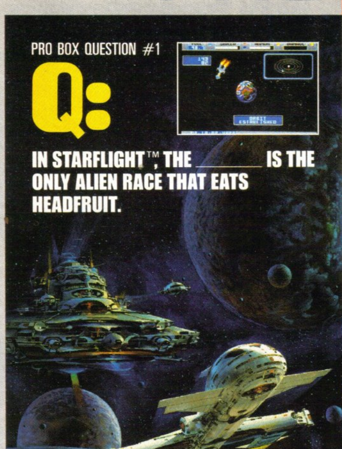




THE BEST WEAPONS IN BUCK ROGERS™: COUNTDOWN TO DOOMSDAY ARE:

A. A busted atomic clock and a dollar bill.
B. Needle gun and laser rifle.
C. The acrobat and bribery skills.
D. The chirping of Martian tree frogs.
E. Who cares? If you get dusted, just revive from battery back up.

PRO BOX

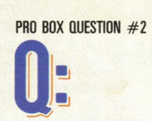


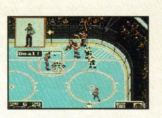
PRO BOX QUESTION #1

Q:

IN STARFLIGHT™, THE ________ IS THE ONLY ALIEN RACE THAT EATS HEADFRUIT.

PRO BOX QUESTION #2



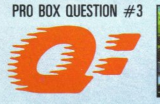


IN NHL® HOCKEY, WHAT DOES THE SCREEN SAY WHEN THE SAN JOSE SHARKS™ WIN THE STANLEY CUP®?





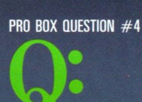
PRO BOX QUESTION #3





IN ROAD RASH™, WHICH RASHER APPEARS IN EVERY RACE?

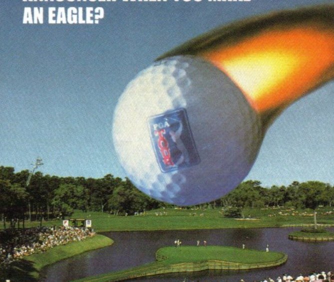
PRO BOX QUESTION #4





IN PGA TOUR® GOLF, WHAT MESSAGE DO YOU RECEIVE FROM THE ANNOUNCER WHEN YOU MAKE AN EAGLE?





PRO BOX

PRO BOX

PRO BOX

PRACTICE IS OVER. PLAY WITH THE PROS FROM ELECTRONIC ARTS.

ANSWERS TO G.A.T. QUIZ PART 2:
#8 D #9 E #10 B #11 A #12 D #13 A #14 C

WATCH FOR G.A.T. QUIZ PART 4
for the answers to G.A.T. Quiz Part 3.

PGA TOUR GOLF · ROAD RASH · HOCKEY · STARFLIGHT · SHADOW OF THE BEAST · MARBLE MADNESS · BUCK ROGERS COUNTDOWN TO DOOMSDAY · F22 INTERCEPTOR · JOHN MADDEN FOOTBALL '92 · THE IMMORTAL · JAMES POND II

BE A GENESIS QUIZ WIZ:

Just fill out this G.A.T. quiz and mail it. Entries with 100% correct answers qualify for a drawing to win any 3 Genesis games from Electronic Arts, including these hot soon-to-be-released titles:

WHERE IN TIME IS CARMEN SANDIEGO?® —Carmen and her gang travel through time to steal treasures from the Middle Ages, the Renaissance, Imperial Japan and even the Present. Pursue the villains to their hideaways before time runs out.

JORDAN VS BIRD™ —Michael Jordan competes against Larry Bird in the ultimate basketball match up! Compete in three different events: One on One, Slam Dunk Competition, and 3-Point Shootout.

BLACK CRYPT™ —Battle the minions of Estoroth through a foresaken land and attack his dungeon stronghold. Innovative interface and real-time monster combat enliven the world of Black Crypt.

Your Answers
#15____ #16____ #17____ #18____ #19____ #20____ #21____

Name
Address Apt.
City State Zip
Phone ( ) Age

SEND COMPLETED G.A.T. QUIZ TO:
G.A.T. QUIZ, ELECTRONIC ARTS, 1450 FASHION ISLAND BLVD., SAN MATEO, CA 94404

Entry must be postmarked by 3/31/91, drawing will be held 4/17/92. Winner will be contacted by mail.

__________ I would like to be a Genesis game advisor to Electronic Arts. Give me a call sometime.

For answers to G.A.T. Part 3, call the Electronic Arts Hints Hotline 1-900-288 HINT. 95 cents for the first minute, 75 cents for each minute thereafter. Be sure to get your parent's permission to use the Hotline if you are under 18 years of age. Messages subject to change without notice.



ELECTRONIC ARTS®

PRO BOX

COME AND PLAY WITH THE PROS.

Win a roundtrip, all-expense-paid trip to Electronic Arts corporate headquarters in San Mateo, California! Spend the day playing with the EA Pros; find out how games are made; be an EA game consultant; and receive other great prizes.
Fill out the PRO BOX quiz, and send it to the address below.
You'll be automatically entered into the contest. No purchase required.

Your Answers
#1____ #2____
#3____ #4____

Name
Address Apt.
City State Zip
Phone ( ) Age

SEND COMPLETED PRO BOX QUIZ TO:
PRO BOX QUIZ, ELECTRONIC ARTS, 1450 FASHION ISLAND BLVD. SAN MATEO, CA 94404

One entry per person. All entries must be postmarked no later than March 31, 1992. Winner will be drawn on April 17, 1992 and notified by mail. Electronic Arts will arrange transportation and accommodations for the grand prize winner and a parent or guardian if the winner is under the age of 18. Some restrictions apply. This contest is not available to employees of EA, its affiliates, and their family members. Not valid outside the U.S. or where prohibited by law.

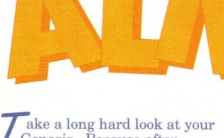
ELECTRONIC ARTS®











Take a long hard look at your Genesis. Because after you've read this, you'll never look at it the same again.

Up to now, you sat down with your Genesis control pad in hand, and played with game characters on your Genesis System. Now you can do something completely new with your Genesis System: create your own artwork and animation that includes such Sega stars like Sonic and ToeJam & Earl!

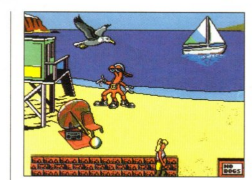
You don't need a ton of artistic talent to have a blast with this one-of-a-kind cart because *Art Alive* has more than 50 graphics -- including Sonic or ToeJam and Earl to backdrops -- already drawn for you, just waiting for your imagination to run wild.

Art Alive will turn you into an artist and your Genesis System into your artist's canvas. You can create anything -- fantasy worlds, incredible creatures, radical animation, whatever you want. All in righteous Genesis colors and outrageous patterns.

Whatever you create you can also animate! Whether you draw your own original art or use pictures from the *Art Alive* gallery, you can make your drawing run, skate, fly, and more. You can even make things twinkle as they move. This is a really cool cart.

Not only can your creations move, you can make them "talk" by adding on-screen messages and captions. Put it all together, tape it on your VCR, and you've created your own cartoons! The possibilities are endless. Look out, Walt Disney!

The neat part is that it's as easy as pressing a button or two. *Art Alive* gives you a toolbox of art tools, colors, and patterns so you can draw circles ovals, squares, rectangles, curves, or free form using your trusty control pad. Fill in shapes with colors or patterns. There's a spray can for special effects, and an eraser so you can change your mind as you go. If you want to start over, you can undo what you've done.



Each tool has its own sound or music: the spray can swooshes, the eraser brushes, the fill bucket plays a musical scale.

Art Alive has colors, animations, and features few computer art programs have. It opens up a whole dimension for Genesis...and you!

GALAXY FORCE II™

Deep in the heart of most arcades are those games -- you know the ones, those radical space-type shooting games that grip and hold you until you lose track of time and run out of quarters. The intergalactic ones that command your complete attention, that give you the satisfaction that can only come from blasting enemy after enemy out of the sky.

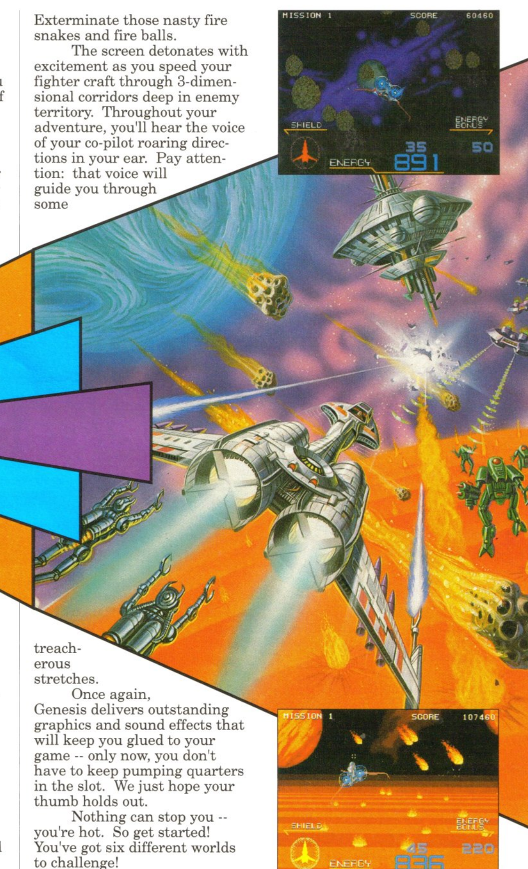
One of the most awesome arcade shooters is now being unleashed for Genesis. You're going to love the thrills and action of *Galaxy Force II*. This eight-mega, one-player cart blasts you through the terrors and challenges of space and alien planets. With Genesis as your co-pilot, you control one heavy duty, swept-wing attack craft that tears up galaxies at hyperspeed.

You charge right in on those rotten enemy aliens, filling the screen with explosive action. Bank and dodge incoming arsenals as you keep your eyes peeled for good shooting vantage points. Then launch your torpedoes and fire your missiles as fast as your fingers can pound the control buttons. Annihilate attacking enemy gunships and wipe out bloodthirsty armies of robots. Demolish speeding meteors and unpredictable asteroids. Exterminate those nasty fire snakes and fire balls.

The screen detonates with excitement as you speed your fighter craft through 3-dimensional corridors deep in enemy territory. Throughout your adventure, you'll hear the voice of your co-pilot roaring directions in your ear. Pay attention: that voice will guide you through some treacherous stretches.

Once again, Genesis delivers outstanding graphics and sound effects that will keep you glued to your game -- only now, you don't have to keep pumping quarters in the slot. We just hope your thumb holds out.

Nothing can stop you -- you're hot. So get started! You've got six different worlds to challenge!



GOLDEN AXE II™

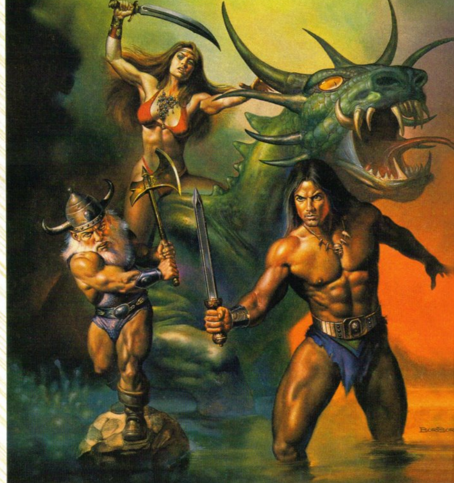


Be careful using your magic, because you never know when you'll get more.

Get rid of the skeletons before taking on the headless knight.

Practice your attack skills!





Since the Death Adder breathed its last, the land has been peaceful. But behind that quiet, a powerful evil has been gathering force, building ominously like a giant thundercloud ready to burst and rain destruction on the land. Dark Guld is ready to unleash his odious scheme to plunge the world into ruinous chaos.

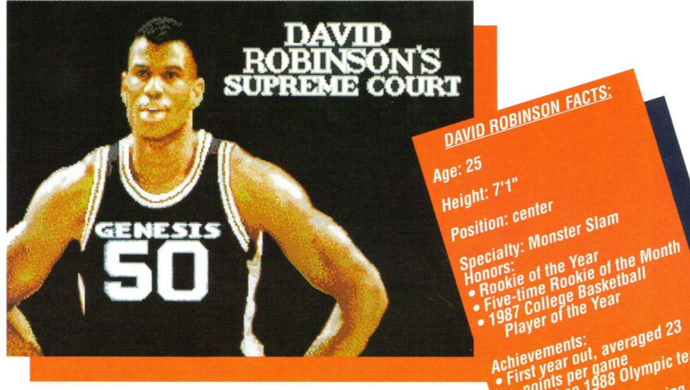
And he has the Golden Axe, that symbol of peace and prosperity. The time has come once again to turn to Ax-Battler, Tyris-Flare, and Gilius Thunderhead for help. And another righteous adventure.

It's *Golden Axe II* and it's totally awesome. This sequel carries on the *Golden Axe* tradition in grand style, with more magic, new battle moves, and sinister enemies. There's nothing dull about this fast-paced cart.

Which character will you play? There's Tyris-Flare the Amazon, who can swing a mean sword, has a back flip attack that gets her out of tight spots, and is an expert with fire magic. Ax-Battler the Barbarian is handy with a sword, levels enemies with a powerful upper swing, and can unleash tornadoes. And Gilius Thunderhead the Dwarf wields a mighty battle axe, which he also uses for spinning kicks, and has the power to call forth giant hailstones. *Golden Axe II* has six stages of non-stop action you can play alone or with a friend. Between the regular game stages you take on bonus stages where you can stock up on those indispensable magic books, bread, and meat by defeating wizards. Sharpen your fighting skills in The Duel, a 15-stage battle that pits you against opponents of progressively increasing power. Or Duel it out against a friend.

Look for strange but highly useful creatures known as Bizarrians. If you can steal them from your enemies, hop on and you're immune to attack!

Be forewarned: your journey will be filled with danger. You'll face minotaurs, skeletons, demons, a headless knight, and ultimately (if you survive), Dark Guld himself. The time to start is now; the Golden Axe awaits.



DAVID ROBINSON FACTS:

Age: 25

Height: 7'1"

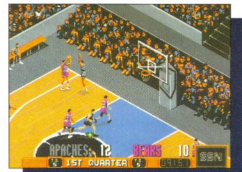
Position: center

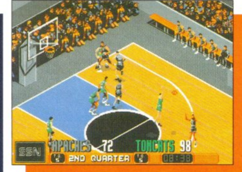
Specialty: Monster Slam

Honors:
- Rookie of the Year
- Five-time Rookie of the Month
- 1987 College Basketball Player of the Year

Achievements:
- First year out, averaged 23 points per game
- Played on 1988 Olympic team

Interests: Golf, composing music, playing the piano, bowling, tennis





The unmistakable sound of rubber soles squeaking on parquet. The jump and -- yes! The ball is slammed in! You hear the crowd go wild!

Sega has taken the incredible thrill of pro basketball and packed it into this all-new, dynamite cart. You get all the sights, all the sounds and all the action. Nothing matches what you'll see -- and hear.

Sega took actual basketball footage and digitized the filmed images. The result is astounding. Every dribble, throw-in, fake and pass is totally natural. The animation is smooth, real, and heart stopping. You see 20 players, each with his own special moves, as they block, steal, and run with elbows swinging and long powerful legs pumping. We guarantee you've never seen anything like this in a video basketball game before. Every move -- from Rookie-of-the-year David Robinson's signature Monster Slam to jump shots, tomahawk slam dunks, reverse lay-ups and 360° spin slam dunks will blow you away.

The action is fast. The speed is unbelievable. You play with a 3/4 view of the court, seen from the side like on TV. You can see virtually all the players all the time, so you won't miss a single fast break or slam.

Choose up teams from 20 players and play in tournament mode. Once you're good enough, you'll face off against Robinson and his hand-picked team of top players.

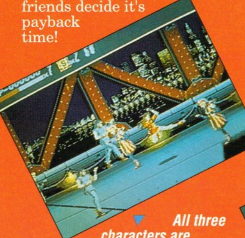
In between quarters and at half time, you're in the TV booth with the star rookie himself for some in-depth game analysis.

You've got to see and hear this cart. It's awesome. This is video B-ball at its best.


BACK TO THE FUTURE PART III
SALOON
Sweet Clara Clayton's wagon is totally out of control, and only your wild ride through the desert—jumping barrels, dodging vultures and ducking bullets—can save her.
It's up to you to save the town and take out all of Buford Tannen's yellow-bellied, villainous gun men—with pie plates as your only weapon.
Ride your hoverboard onto the speeding train, then leap from coach to coach—fighting gun men and jumping obstacles—to get to the engine in time to make it back to the future.
Rustle Up Some Rip-Roarin' Arcade Action.
Everything you'd expect in a great Western: Good guys, bad guys, street-clearing showdowns, a pretty lady in distress...and a time machine that does 88 MPH. Too bad you've got no gas left to run it—and the nearest gas-station is decades down the road. Your only option is to catch Doc Brown's train to the future. But you've got three levels of joystick-jumpin' action—Clara Clayton's runaway buggy, Buford Tannen's gang, and old Mad Dog Buford himself—standing between you and the Doc's 20th-century express. So don't miss your train—because the next stop is more than a century away.
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ARENA
ENTERTAINMENT
TM
OFFICIAL
SEGA
SEAL OF
QUALITY

STREETS OF RAGE Strategy

You were dedicated Police Officers. You hit the streets and started making arrests, only to find out the Syndicate controls the Police. Discredited and kicked off the force, you and your friends decide it's payback time!



▼ *All three characters are formidable. Whichever character you choose, the array of attack moves are incredible. If using two players, each pick an area to patrol - you don't want to beat-up eachother. Just like in real fighting, timing is essential.*

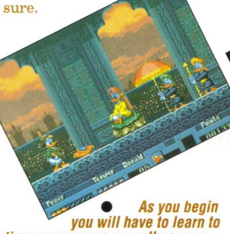
▼ *You will become surrounded at times. When this happens jump into a clear area and start punching. Use your special attacks only when you face the boss at the end of each round. These bosses are very quick and powerful; you will need to improvise to survive.*

▼ *Phone booths, trash cans and airvents to name a few, hide valuable items and power boosts. These boosts will enable you to survive the round. When you reach the final round, the Mob Boss will ask you to join his Organization. What do you think - is it payback time!?*

QUACKSHOT Strategy

Starring Donald Duck

If you like adventures, you'll love *Quackshot* starring Donald Duck. This cart takes you from Duckburg to the South Pole and from Mexico to Treasure Island. You will travel the world searching for answers to unlock the secret of the Great Duck Treasure. Unfortunately, you're not the only one looking for it. The Ducky Gang is in hot pursuit. You will receive help along the way however, from Mickey, Goofy and others. They provide you with special items you will need to find the treasure.



● *As you begin you will have to learn to time your moves as well as your shooting. This will help save your fire-power for later in the game. When in a location go as far as you can before flying to another location. This will help you when you return - you won't have to start at the beginning again.*

● *Because the Ducky Gang is looking for the treasure too, you will have to fight them along the way. Your gun will shoot anything; it will even hit bad guys on the next screen. The Ducky Gang has Gangsters in every location, so be careful!*

● *Only when you discover the answers to the clues, will you reach your final destination - Great Duck Treasure Island! Here you will have to defeat your own fears as well as a hoard of attackers before you can claim the Lost Treasure! Daisy will be proud of you when she sees the treasure you bring her!*

SHINING IN THE DARKNESS Strategy

If action is what you like, this RPG is definitely for you! The evil Dark Sol has kidnapped your father and the Princess Jessa. Having proven your abilities, you are asked by King Drake to enter the Labyrinth and rescue his daughter. Driven by the desire to find your father, you accept this challenge. Don your armor - you'll need it!

■ *Starting out you will require many healing herbs until you learn your way. Upgrade your armor quickly. Your ability to move up hinges on defeating the KaiserKrab. However, tangling with it too early will prove deadly. Move up a few levels first.*

■ *As you prove yourself, you will be joined by two companions, their magic abilities will prove useful, but save the magic for real emergencies. As their levels increase, so does their magic; the spells will allow you to defeat many of the creatures you will face.*

■ *Your final battle will require all your ability to win; utilize your resources wisely. Dark Sol is not invulnerable; however, he is formidable. His powers will drain you and your party. But remember - light will overcome darkness - you are the shining knight!*


Fight Your Own Battles
BATTLEMASTER
Let's face it, the biggest challenge
in most RPGs is staying out of a boredom-induced coma.
Phantasy Star™ and Might and Magic™ are big…BUT WHERE'S THE ACTION?
Their idea of combat: Highlight "Fight" on a menu and then stare helplessly at the screen as the machine fights for you. Well that's just not good enough anymore. It's time to fight your own battles.
So take control of your own RPG combat with Battlemaster—the first game ever to incorporate real combat action and true military strategy into a gigantic RPG universe:
At least 100 hours to complete the game
Over 2,500 screens make up 50 towns, villages, castles, dungeons and wilderness areas
More than 300 magical items and weapons to find and use
Hundreds of different monsters to take on
Up to 16 characters in your army
Wizards, thieves, warriors and merchants in each race
Align your troops in one of 18 different military formations
Lead your army into combat—and fight your own battles!
"A great mix of action and role-playing adventure that's easy to get into!"
—Slo' Mo, Gamepro
OFFICIAL
SEGA
SEAL OF QUALITY
ARENA
ENTERTAINMENT
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MARIO LEMIEUX HOCKEY™



Cold steel cuts into the ice as blades flash with each powerful thrust. Players tear up the rink, the puck shooting ahead. The stickwork is staggering, the passing unbelievable. The defense hasn't got a prayer.

Ferocious speed and dynamic hockey action set *Mario Lemieux Hockey* far above the ranks of ordinary hockey games. This one or two-player cart has it all: closeups of all the totally realistic action, a full pro 16-team tournament season, body checks, 90-mph slap shots, and lots more.

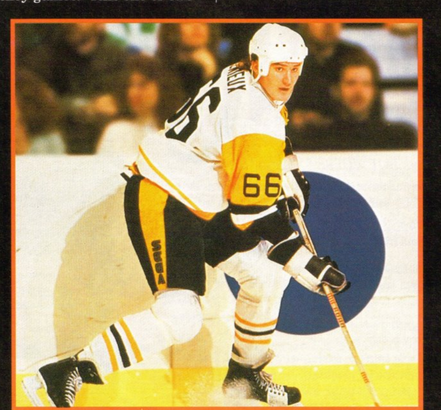
A top-ranked sports game, *Mario Lemieux Hockey* gives you lots of choices and options. For example, you have the option to battle it out through a four-round tournament, or play an exhibition game, choosing your team and the opposing team.

You even control whether the play is strictly by the book or more lenient. You decide how strict the ref is going to be, and set the length of the periods, from a down-and-dirty five minutes on up to the regulation 20 minutes.

As you play, the 14-page Stat Book keeps running totals for both teams.

You don't even have to play a game. Choose Shootout mode, and you add an edge to both your shooting and goal tending skills while keeping the competition sizzling with the computer or a friend.

We highly recommend *Mario Lemieux Hockey* to all Segaphiles, especially you hockey jocks. Face off with this cart, and you'll agree it's the hottest thing on ice.



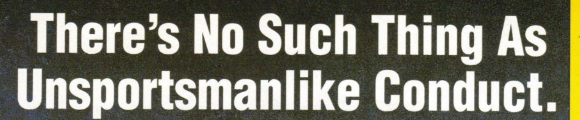


Try starting off on the slower beginner level. You get a bigger range of hitting positions, and can get the feel of the play before taking off at full tilt.

Pass as much as you can, because the puck moves faster than you can.



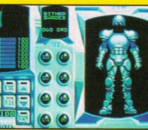
Look for the special edition of Mario Lemieux Hockey that includes a hockey puck - 100 pucks are signed by Mario Lemieux himself!





In the year 2100, ***Speedball 2*** is the only sport in town. It's a vicious game of physical dominance, animalistic intimidation and reckless destruction. Sure, strategy's vital to scoring points. But only raw force can keep you alive. So don't even think about whining when you take a cheap-shot—because it only gets worse.

- Digitized speech and music with choice sound effects
- Three different game modes
- Wide variety of player armor and equipment
- Instant Replay of all goals and match highlights



Make player trades, roster changes and equipment purchases on your way to the WSL title.



Hit the deadly playfield—with its countless scoring opportunities—and always watch your back.

"A futuristic, hard-hitting contest that challenges the mind as well as the reflexes!"
—Electronic Gaming Monthly

"Frantic, non-stop action!" *—GamePro*

OFFICIAL SEGA GENESIS SEAL OF QUALITY

ARENA ENTERTAINMENT

Licensed by Sega Enterprises Ltd. for Play on the Sega Genesis System.



PIT-FIGHTER™

Tengen trashes the rulebook and heaves out clean fighting with its powerhouse translation of the arcade hit *Pit Fighter*. The hand-to-hand fights are raw, and absolutely nothing is off limits.

And we mean absolutely nothing. When kicks, body slams, and punches aren't enough, you start slinging anything you can get your hands on: knives, crates, bar stools, barrels, even a motorcycle. And if the onlookers don't think there's enough action going on, they're likely to beat on you themselves. Kinda adds a whole new dimension to the term spectator sport.

There are three pit fighters you can choose from, depending on what style of brawl you want. Buzz used to be a pro wrestler, and he's your man if you're after sheer power. He gets in there with a wicked body slam, a formidable pile driver, and a head butt that sends 'em flying. Ty's your choice for agility. He's a kick boxing champ, and unleashes nasty spin and flying kicks as well as a rugged roundhouse. Last but far from least is Kato, with a 3rd degree black belt. He's tops for speed, and his special mayhem includes a devastating combo punch, jaw-cracking flip kick, and a potent backhand.

Your opponents are no wimps, either, and there are 10 rounds of them. They have the same disrespect for fighting fair as you do. The Executioner and Southside Jim are two of the "easier" ones, but their fists are lethal weapons. Angel is anything but angelic -- she's heavily into low-down, dirty fighting!

It gets tougher. There's Heavy Metal and C.C. Rider, who's big, powerful, and likely to make you glad this is a video game and not a real fight. But Chainman Eddie is even nastier and rougher: watch out for his charge or you're a dead man.

Our game partners have come up with some great titles this year, and *Pit Fighter* is -- no contest -- one of the all-time best. Tengen digitized live action (ouch) for the graphics, so expect jaw-shattering realism. The combat is intense, vicious and outrageously nasty. This cart is incredibly close to the original arcade version, and an all-out blast to play.



The only way to get to Angel is to just keep punching.

Keep on top of Heavy Metal and don't give him any room.

Grab power pills: they make you briefly invulnerable.



GENESIS COMING ATTRACTIONS

KID CHAMELEON
Sega Genesis

Most hip people wear helmets for protection. Kid Chameleon wears 'em for mystical powers.

Kid Chameleon changes form when he wears the helmets. He's one ultra-cool dude who usually hangs in L.A. But now he's trapped in the 10 worlds of Elsewhere, and in spite of all his coolness, he needs these magical helmets to get away from a crazy cast of bizarre enemies and to get home. In the samurai helmet, he becomes a Japanese warrior. Don the winged helmet, and he can fly. In the combat helmet, he's Skull Crusher. Try out the rhino and hoverboard helmets, too. With over 100 levels of block-busting game play, you're using your head, man!



MAJOR LEAGUE BASEBALL PLAYER'S ASSOCIATION SPORTSTALK BASEBALL
Sega Genesis

Sega's about to release a second cart in their totally righteous, totally exclusive new series of Sports Talk games. Based on all pro players' styles and stats from the 1991 season, *MLBPA Sports Talk Baseball* has great two-player action. A realistic voice gives you non-stop,



play-by-play calls. This cart has big league play with individual batting styles: bat held high, crouching, and more! You'll recognize Nolan Ryan, Jose Canseco, Daryl Strawberry, Ricky Henderson and others, as the diamond springs into dynamite action.

Once out, this cart will be going, going, gone!

WONDER BOY IN MONSTER WORLD
Sega Genesis



Biomecha and an army of monsters may have everyone too terrorized to venture outside, but Wonder Boy is not so easily scared. In his epic action adventure, he travels through dark castles, underground caverns, and stratospheric strongholds, discovering secret doors and rooms full of weapons and power-ups. As he meets friends who can help, and solves puzzle after puzzle, you gradually unearth the true story of Biomecha's insidious evil.

Intricate passageways lead through mystery, secrets, and surprising plot twists. Each new weapon you collect alters your powers...and your adventures.

WATCH FOR REVIEWS OF THESE HOT NEW GAMES IN AN UPCOMING ISSUE OF SEGA VISIONS!

SONIC THE HEDGEHOG™

"Sonic is pretty fabulous..." -Money Magazine

Sonic and the evil Ivo Robotnik have faced off on Genesis, Master System, and in their own comic book. And they're at it again, this time on the portable Game Gear system.

Now everyone's favorite hedgehog is not only the fastest video critter in red sneakers, he's everywhere! With the Game Gear edition, video hounds can play this cart not just in homes but in cars, on the streets, in schools, everywhere!

As always, *Sonic The Hedgehog* is a blast and a half to play. Leaping, running, and rolling with lightning speed, Sonic keeps the action hopping and the control buttons bopping through all six great levels, each with three awesome acts.

Robotnik has transformed Sonic's animal friends into 10 different kinds of robotic beasts, all with a bloodlust for hedgehogs. It's up to Sonic to smash into these Badniks and free his friends -- unless the evil Badniks get him first.

Whenever you see gold rings and shields, grab 'em. They offer Sonic protection from the endless army of attacking Badniks.

The gold rings are also Sonic's pass into Bonus Stages -- if he has enough, he has a chance to bounce like a ball in a giant pinball machine, ricocheting at a fast and furious pace as he collects more gold rings, continues, and power-ups. But if his brain gets scrambled and his time expires, he loses all. So keep your wits about you.

Even if you've played the Genesis version, you'll find some new surprises here. For one thing, there are three new zones. Also, you'll find chaos emeralds in all zones. And if you thought the Bonus Zones were challenging on Genesis, wait till you try them with a time limit!

Sonic zooms up and down the lush hills of the Green Hill Zone, past futuristic palm trees, totem poles, and treacherous valleys filled with piercing spikes. He survives if he can catapult or swing over the spikes. Be on the lookout for Chopper, Motobug, Crabmeat, and the Buzz Bomber. Sonic goes underground to negotiate paths with more spikes and more Badniks.

Sonic next faces the Bridge Zone (a new zone), where his jumping is put to the test as bridges give way beneath him. And while this is going on, Chopper, Spiked Motorbug, and Buzz Bomber are after him. Learn to use the see-saws in this zone for extra high jumps. The second act is especially tricky, when the game scrolls and Sonic has no choice but to keep moving forward,he has very little time to plan his jumps.

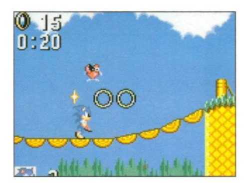
In the Jungle Zone (another new zone) with exotic red flowers and vines, Sonic has to jump across dangerous rivers -- there's little room for jumping goofs here. Newtron joins the Badniks in making Sonic's life difficult.

Then it's on to the Labyrinth, where Sonic steps into some gross, green slime and slides into an underwater maze. Sonic may be great, but he can't breathe underwater! Not only do you have to get him out of there fast (like, before he drowns), you've got to keep an eye out for the hedgehog-chomping Jaws.

After his underwater adventure, he has to undergo the Scrap Brain Zone, Robotnik's metallic maze of horror. Conveyor belts transport Sonic to safety...or to his demise. It's very hard to get Sonic through the orange flames and demonic machinery. Sonic can get disoriented and squished all too easily in this zone.

Should Sonic live, he comes face to face with Robotnik himself in his immense blue and red fortress of evil in the Sky Base Zone, which is new. Robotnik launches missiles, bullets, laser beams, and Badniks at him. And then the two square off with each other for the final climactic act.

Games like *Sonic The Hedgehog* don't come around that often, so it's great that all Segaphiles, no matter what machine they jam on, now can get in on the super Sonic action. *Sonic The Hedgehog* is destined to be one of the all-time classic video games. If you haven't given Sonic a test drive yet, fasten your seat belt and cut him loose!





In the Jungle, you can jump to tree branches. But lookout for the ones with spikes on them.



Use the air bubbles to get through the underwater maze. And get out fast!

Take care with those bridges! If Sonic touches the water, it's all over.

"Sonic has three speeds: Fast, Faster, and What Was That?"
-Philadelphia Daily News



Collect all six chaos emeralds if you want to see the real ending.



Move slowly in Robotnik's fortress.

"Sonic The Hedgehog is quite simply one of the best video games I've ever played."
-Entertainment Weekly

"Rating on a scale of 1-5: Graphics 5; Sound 5, Control 5. Overall Rating 5 (for excellence)."
-Disney Adventures

"The little blue dude with the spiked haircut [is] slamming, jamming and rolling his way into the hearts of video gamers everywhere."
-Thunder Bay Chronicle

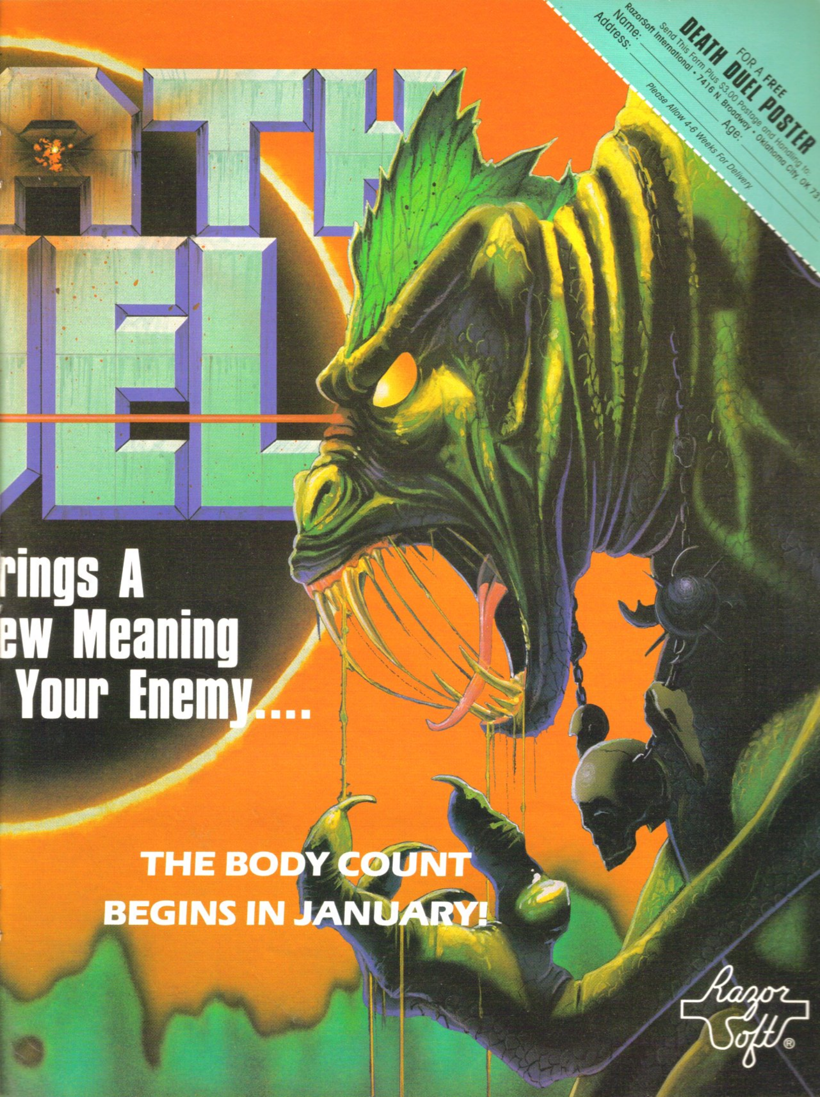
"Sonic is more animated than Mario...If the game player is too slow, Sonic stands there and taps his foot."
-San Francisco Examiner

"Sonic The Hedgehog is going to be the next major video-game star. In his first game, he out-does the Mario Brothers."
-Staten Island Advance



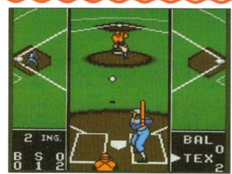


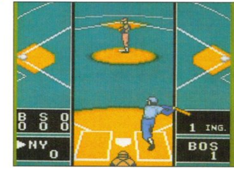
8-MEG
Damage
Machine Gun
Missiles
Grenades
Shield
It B
Whole N
to Disarm
8 MEGABIT
16 BIT GRAPHICS
LICENSED BY SEGA FOR PLAY ON
SEGA
GENESIS
16-BIT CARTRIDGE
OFFICIAL
SEGA
GENESIS
SEAL OF
QUALITY
This official seal is your assurance that this product meets the highest quality standards of SEGA. Buy games and accessories with this seal to be sure that they are compatible with the SEGA™ GENESIS™ SYSTEM.
SUGGESTED FOR AGES 14 AND ABOVE.
BOWMAN
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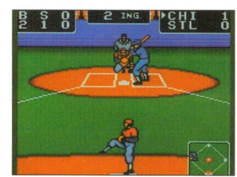


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Send This Form Plus $3.00 Postage and Handling to:
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Please Allow 4-6 Weeks For Delivery
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Position the pitcher and catcher on opposite far corners with the pitcher on the side of the batter. Then unleash a fastball that the batter usually can't be connected with.



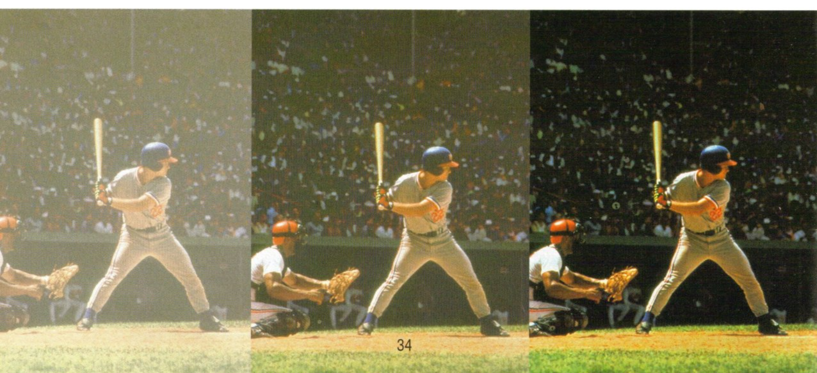
Fielders run faster than base runners, so if your opponent gets in a pickle, its easier to chase him down instead of throwing him out.

Tired of baseball video diamonds with fictitious teams and players? *Clutch Hitter* for the Sega Game Gear has arrived and is the only video baseball game to be endorsed by the Major League Baseball Players Association. All the players, statistics, and twenty-six baseball teams of both American and National Leagues are in the power of your hands. You can swing the bat as Jose Canseco, launch a fastball from the fingertips of Roger Clemens, or steal bases all game long as Ricky Henderson. They're all in your control. Not to be satisfied with just the MLBPA endorsement, Sega has also programmed into this Game Gear cartridge all the action that makes baseball America's favorite pastime.

The pitchers' arsenal is impressive to say the least. You have four basic pitches, but can use the D button to change the direction of the ball and blow away the batters. Careful selection of pitches is your only guarantee of victory. *Clutch Hitter* captures the classic confrontation between the batter and the pitcher by using the first person perspective of both players.

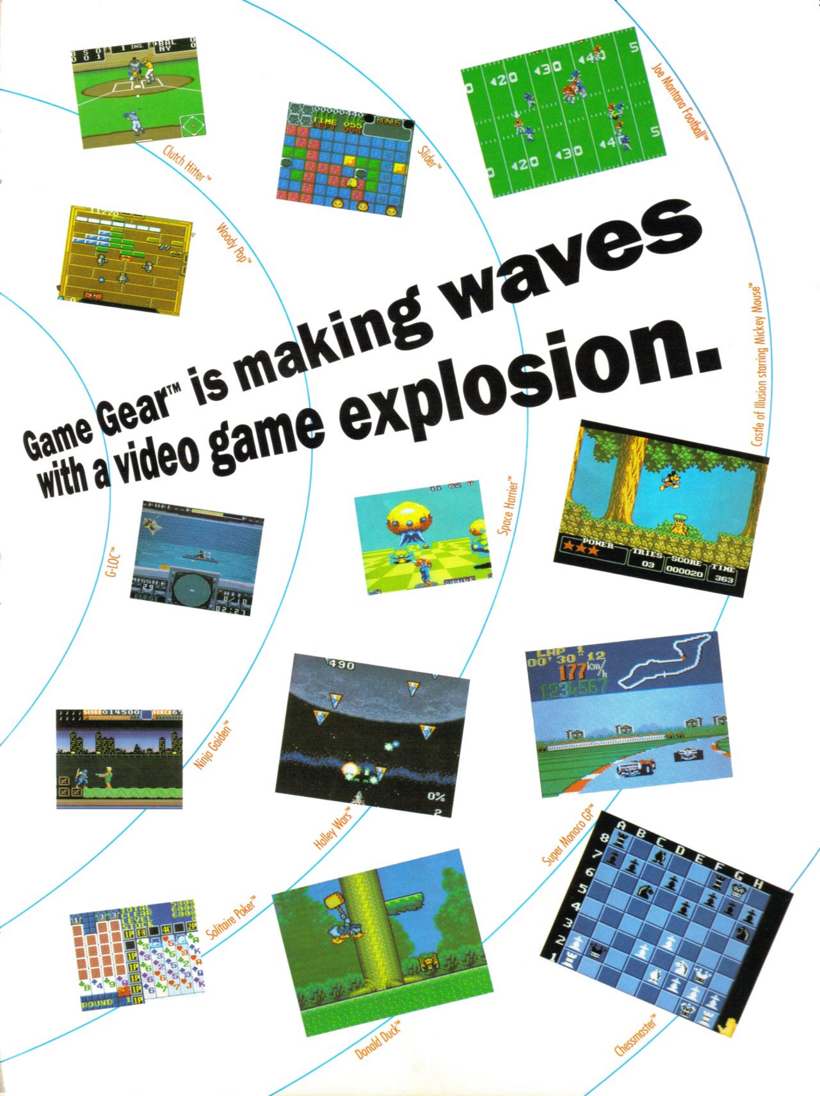
In the field, you must snag ground balls, grab long drives and make perfect throws to get you out of the inning. At the plate, the batter can move anywhere within the batter's box to get the most power on the ball. The batter can either swing for the fence, check swing, or go for the sacrifice bunt. Once on the bases, runners can lead or steal, but don't get caught off guard by the catcher.

You have the choice to play a 5, 7, or 9 inning game, and the fact that you're gaming with the actual players and statistics of the Major League puts *Clutch Hitter* on a pedestal above all others.




THE
SONIC
BOOM
HAS
BEGUN.


Hold on tight. Sonic the Hedgehog, the fastest video
character around, is on Game Gear, Sega's portable color game system. So now he really moves. Which means
you can play Sonic, or any of these other great games, wherever you want. Game Gear. It makes other game systems look like they're standing still.
Psychic World™
Dragon Crystal™
Columns™ (included with system)
Super Golf by Sage's Creation
Shinobi™
Putt & Putter™
Pac-Man by Namco Hometek
Junction by Bignet U.S.A.
Sonic The Hedgehog™
PRESS START BUTTON
©1991 SEGA
SEGA
PORTABLE VIDEO GAME SYSTEM
START
GAME GEAR
POWER
Free
Sonic The Hedgehog
With Game Gear
Purchase
Offer good 12/14/91–1/31/92. See store for details.
Sonic the Hedgehog™
Devilish by Sage's Creation
Batter Up by Namco Hometek
Berlin Wall by Kaneko U.S.A.
Poppils by Tengen
World Class Leaderboard Golf™
Revenge of Drancon™


Game Gear™ is making waves with a video game explosion.
Clutch Hitter™
Slider™
Joe Montana Football™
Woody Pop™
Castle of Illusion starring Mickey Mouse™
G-LOC™
Space Harrier™
Ninja Gaiden™
Halley Wars™
Super Monaco GP™
Solitaire Poker™
Donald Duck™
Chessmaster™


Gear-to-Gear Cable™
The fun never ends with Game Gear's great entertainment and power options. When you want to go.
Go wherever you want. Go all the way. Get it in Gear.
AC Adaptor
Grab your Gear. It's a nonstop blast with power to spare.
Rechargeable Battery Pack
*Optional TV Tuner
Car Adaptor
SEGA GAME GEAR TV TUNER
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SEGA PORTABLE VIDEO GAME SYSTEM
GAME GEAR
POWER
GAME GEAR™
COLOR PORTABLE SEGA GAME SYSTEM
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THE LUCKY DIME CAPER STARRING Donald Duck™

Dimes and ducks are missing! And the only one who can save the day is famous for his fowl temper!

As our game begins, Donald's nephews are kidnapped and Uncle Scrooge's lucky dimes are stolen by the wicked, evil sorceress Magica de Spell. Donald sets out on a perilous journey to rescue his nephews from the clutches of Magica's henchmen, and to search the corners of the globe to retrieve Uncle Scrooge's lucky dimes. The lives and safe return of Huey, Duey, and Louie are Donald's first goal, and so his quest begins.

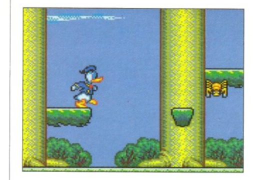
The nephews are being held captive in the forests, swamps and marshlands of America, and the mysterious temples of South America. A cast of villains must be dealt with by Donald before his nephews will be safe. They include poisonous spiders, lethal mushrooms, killer bees, hungry piranha, coiled pythons, birds of prey, possessed statues, looming vultures, and bat-wielding temple guards.

Donald must also overcome natural obstacles by making difficult jumps across cliffs, dodging falling stalactites, and avoiding the booby traps that are strewn in the South American temple. Lucky for Donald though that he is equipped with a wooden hammer; has the ability to pick up throwing disks along the way, and he can also eliminate the foes by pouncing on their heads with his webbed feet.

Once Donald has his nephews in sight, a large monster boss makes one final attempt to stop him. A grizzly bear along with his killer bee friend guards Louie. Duey is being imprisoned by a ferocious lion that makes mad dashes to take a bite out of Donald. Lastly, the gods of South America bring a stone statue to life which hurls a glowing orb that rolls at Donald in an attempt to make duck soup out of him.

In the second stage Donald must recover the lucky dimes from Magica de Spell's black crows. The dimes are hidden deep within a stronghold in a Polynesian village, the cursed tombs of the most feared pyramid in Egypt, and within an arctic fortress of the South Pole. Donald must defeat angry natives, fire-breathing statues, lava eruptions, swift scorpions, sand vipers, frantic mummies, renegade snow beasts, and saw-toothed sharks. If Donald overcomes these evil beasts, and avoids the challenging obstacles, he must confront each of the hideously evil crows. Defeat the crows, collect the lucky dimes, then it's up to you and Donald to take care of Magica de Spell once and for all.

Use the hammer in all of the levels except the Egyptian tomb, and the South Pole.



To defeat the god statue boss, avoid the ball, and jump up and crush the statue with the hammer. Once this is done hit the floating head with the hammer.



There are 1-ups galore in the higher branches of the forest and the swamp.



Pick up much needed power-ups and the throwing disks in the first door within the Egyptian tomb.

HALLEY WARS™

After repeated assaults by the evil Lord Halley, our planet is bracing for a final, deadly attack. He's on his way with a massive arsenal, and the world is looking to you and your high-tech attack spacecraft as a last hope of survival.

Winning won't be easy. Not only must you keep a sharp eye out for the enemy, you've got to blow-up asteroids while avoiding collisions and dodging Halley's Comet.

Be especially careful of the asteroids - when you blow them up, some increase your power, your speed, or give you additional explosive pods. But if they get by you, they'll hit the Earth and cause some nasty damage.



Capture those points! The higher your score, the better your chances of repairing some of Earth's damage.

Be wary of debris-laden areas: a collision could cost you your ship!



If enough collide with the Earth, the world is destroyed and the game is over.

Halley Wars is seven levels of fast shooting mega-speedy game play. The firing is constant and relentless, so don't let up for a second. Keep your thumb on button 1 at all times, or go down in flames.

Halley Wars lets you set the difficulty level and your weapon speed, giving you some control over your game. But there's plenty of challenge to keep you glued to your Game Gear.

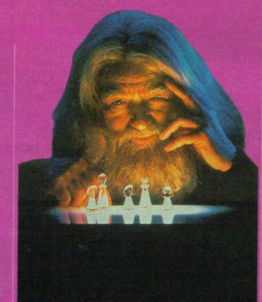
THE CHESSMASTER®

Chessmaster is here for Game Gear. Now you can play one of the world's classic games on a color portable video game systems!

Chessmaster is ideal for anybody, with 16 difficulty levels from Newcomer up to Grandmaster. It's a patient instructor, a wise advisor, and a formidable opponent.

Want to learn the game? *Chessmaster* will help you. Its teaching mode tells what moves are allowed for each piece, and lets you know if you make an illegal move.

Want to improve your strategy? *Chessmaster* can advise you from its library of more than 150,000 classic



moves. *Chessmaster* can tell you the best choices for your position, and offer its own pick.

Chessmaster follows the classic rules, and offers additional options: Play a friend, play the Chessmaster, or watch the game play itself. In a game against the Chessmaster, you can switch sides, offer a draw, or ask for a checkmate solution. You can replay a move, rotate the chessboard, or arrange the game pieces to create and solve your own chess challenges.

We predict *Chessmaster* will become indispensable for chess fans, and will create a lot of new chess players. The next move is yours!

SPACE HARRIER™

We haven't got a clue how they did it, but they did. Sega translated its big arcade hit *Space Harrier* into an exciting action-shooter for the hand-held Game Gear. Chalk up another victory for Sega's technical wizards.

And chalk up another winner for Segaphiles on the go. *Space Harrier* makes the transition with its speed, action, and challenge intact. If you aren't familiar with the arcade game, you're in for an awesome surprise.

You're the Space Harrier, called in to save an unusual world called Dragonland. Filled with a strange landscape and bizarre beings, Dragonland's 12 levels will be a real test of your digital dexterity. The non-stop action is fast and furious as you do your best to dodge obstacles while firing at the enemies that are closing in on all sides. And if they crash into you, they'll eat you!

There are more than 20 enemies. The mean ones will take pot shots at you, and the meaner ones can't be destroyed. And then there are the enemy *leaders* -- all 12 are real control button busters.



We're happy to see *Space Harrier* has a password system so you can stop to eat or something, then pick up where you left off. You can continue a game up to three times if the enemy keeps wiping you out. But your score gets wiped out as well.

Have a blast with *Space Harrier!*



Put your invincibility in the bonus stages (#4 and #8) to good use. You'll rack up 50,000 points for each enemy you zap through.

Remember to avoid running into enemies as you fire on them.

Putt & Putter™
MINIATURE GOLF



Alright golf fanatics. You say that one golf game on the go is not enough? Well putting masters, test your skills on the miniature golf course in *Putt & Putter* on your Game Gear.

Think this is a game for the inexperienced? Think again. It takes lots of skill to complete this 18 hole monster. Obstacles are unavoidable. The ball must roll its way up steep hills, around pinball bumpers, and away from boulders. When walls are present, they cause the ball to ricochet endlessly. Where the walls are missing, the ball may take a nosedive in the water hazards. *Putt & Putter* is truly a game of angles where the banking of the ball will make the difference between completing the course, or packing your putter away for another time.

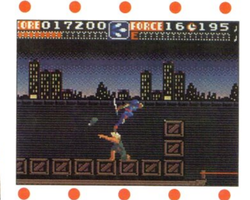
You start the game with only five golf balls. Golf balls are added or taken away depending on how many strokes it took to complete the hole. Strokes under par will add golf balls; strokes over subtract balls. You control the angle of your strokes. Whether you bounce the ball off the walls for the riskier short cut, or go for the longer but safer straight shot, it's all up to you. You decide the power you put on the ball. Either blast the ball up the hills of the course, or utilize the soft touch to set up your next shot.

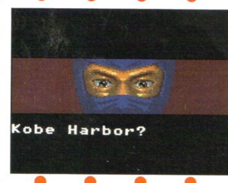


It's going to take many tries to reach the 18th hole. To help you, use the continue mode or password feature. And use the Gear-to-Gear cable for head to head competition with a fellow Game Gear player.

With *Putt & Putter* for your Game Gear, enjoy all of the fun and excitement of miniature golf anywhere you go!









NINJA GAIDEN™

The Dragonsword is a blade of ancient legend, honor, and power, bestowing on its possessor super-human abilities.

For many proud generations, Dragon Ninjas have passed the Dragonsword from father to son. And now you, Ryu, are the worthy keeper and protector of the Dragonsword.

But beware: A mysterious group has tried to steal the Dragonsword. You aren't going to wait for them to make a second attempt. You're going out there after them.

Ninja Gaiden takes you around the world in an exciting quest packed with Ninjutsu fighting, magic, and mystery. The story unfolds as you play the game, revealing clues and details after each stage.

First, you must discover who and where the enemy is. In Stage One, you're embattled in the hills of Kyoto, searching for the Monk of the Red Tiger Cult. He can tell you about the gang that wants the Dragonsword. There's only one catch: he'll tell you only after you've fought and defeated him.

Stage Two takes place in Kobe Harbor, where your task is to find General Totenkoff. He has more clues and information you desperately need, but he won't part with them willingly. Once again, you must defeat your informant.

Travel to Hong Kong for Stage Three. Now you're after the sinister Mr. Tsin, a powerhouse of a fighter with a spinning back kick that's known and feared. If his kick can't reach you, his trigger finger might.

Finally, you wake up in Stage Four, set in the ruins of India. You've been knocked out with sleeping gas. But pull your wits about you, because you are very near your prey. You must fight as though your life and honor depended on it -- because they do.

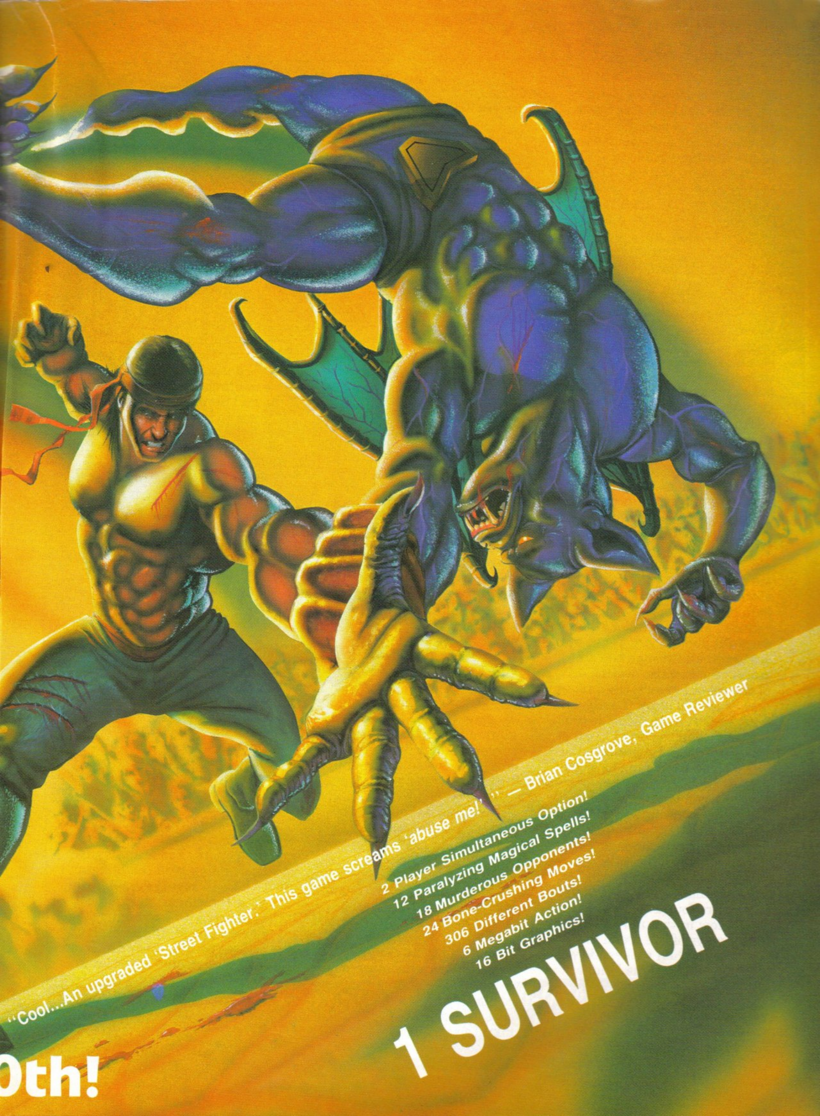
Ninja Gaiden gives you a full arsenal to fight with. Pots of herbs add to your life level. 1-ups add extra lives. The circling flame protects Ryu from attacks.

Collect magic items to perform spells, including energy shurikens, waves, enemy seeking rings, and scatter bombs. But you can hold only one item at a time, so be careful in choosing which you need most. Also, you must have enough force to use each item.

Ninja Gaiden is a dynamite addition to the Game Gear line-up. If you like watching mysteries unfold and like using your mental as well as fighting skills, this is one cart you don't want to miss.



Welcome to the Blood Pit, sports fans! For your viewing pleasure, the following bout will be to the death! As if you expected anything less from the horrific brutality known as SlaughterSport.
SLAUGHTER SPORT™
RAZORSOFT is a registered trademark of RAZORSOFT, INC. SLAUGHTERSPORT is a trademark of RAZORSOFT, INC. SEGA and GENESIS are trademarks of SEGA OF AMERICA, INC.
Licensed by SEGA for play on
SEGA GENESIS 16-BIT CARTRIDGE
This official seal is your assurance that this product meets the highest quality standards of SEGA. Buy games and accessories with this seal to be sure that they are compatible with the SEGA™ GENESIS™ SYSTEM.
Not Suggested For Children Under 12.
OFFICIAL SEGA GENESIS SEAL OF QUALITY
Razor Soft ®
AVAILABLE
DECEMBER 2


"Cool...An upgraded 'Street Fighter.' This game screams 'abuse me!'" — Brian Cosgrove, Game Reviewer
2 Player Simultaneous Option!
12 Paralyzing Magical Spells!
18 Murderous Opponents!
24 Bone-Crushing Moves!
306 Different Bouts!
6 Megabit Action!
16 Bit Graphics!
1 SURVIVOR
0th!

SONIC

THE HEDGEHOG

Sonic The Hedgehog is here for the Sega Master System! Not wanting to keep Sonic just for play on the Genesis system, Sega's bringing Sonic to you on all their game systems. The Master System version contains the great features of the Genesis version and adds an outrageous bonus stage all on its own.

As you know, the sinister Dr. Robotnik has turned all of Sonic's friends into the vicious metal warriors (Badniks) that ruthlessly control the land, water, and skies. Sonic is blessed with unlockable speed and a lethal jumproll, but the Badniks and the dangerous terrains are so challenging that Sonic will have to make use of the generous power-ups that appear in computer monitors in each stage. The monitors may contain invincibility, super shoes, ten rings, a ring shield, or even a 1-up.

Sonic's quest is multi-fold. He must collect gold rings to store energy, build 1-ups, and gain entrance in the bonus rounds. He must collect the carefully hidden gems that are scattered all through the six zones. Sonic must destroy any of the robot horrors, (Badniks), that block his path. Lastly, and most importantly, Sonic is committed to end the cruel reign of Dr. Robotnik once and for all.

Sonic begins his long journey in the lush green landscape of the Green Hill Zone. The rolling hills are filled with gold rings and computer monitors containing power-ups, but are equally as filled with the Badniks. Springs, wooden swings, and hedgehog piercing spikes are found both on top and below in the underground water ways of the green hills.

Sonic then makes his way through the perilous Bridge Zone. Bridges of all types form a pathway over the turbulent waters below. The bridges are broken away in parts and even collapse under Sonic's feet. Robotnik rocket bees patrol the air while piranha leap out of the water for a little nibble on our blue hero. The screen moves quick here, so Sonic's jumps are going to have to be quick and precise.

Vines and wild flowers flourish in the Jungle Zone. Sonic climbs the vines and makes his way across the raging rivers of the jungle by jumping on floating logs. The current makes jumping difficult, and carved spikes unfortunately cover log platforms. Crabmeat and Newtron infest the jungle and complicate Sonic's travels. Some of the logs in the savage rivers give way to our hedgehog's weight, and Sonic has only a few precious seconds to move on, or be lost forever in the rapids.

The quest reaches a new level of challenge at the Labyrinth Zone. Sonic is stuck in an underwater maze where death is almost certain. Sonic can not breathe underwater, and will drown after only a minute without air. Luckily, air pockets exist in the stone block bottom, and bubbles rise slowly to the surface with one of his patented spin jumps to breathe the air again. Schools of Robotniks swim in these waters, and spikes and arrows cover the floors and ceilings of this horrific maze below sea-level.

Robotnik's hideout is getting closer as Sonic approaches the Scrap Brain Zone. This zone is a cold metal maze and is compromised of fire-spraying guns that hang from the ceiling, conveyor belts, switches that operate doors, and springs that send Sonic flying through the air. Transporter pods beam Sonic to other areas of the maze, and Sonic must master their use to locate the only exit. Every endless corridor must be explored for Sonic to find his way.

Lastly, Sonic must complete his task high above the ground on the platforms and aboard Robotnik's flying fortress in the Sky Base Zone. Lightning bolts illuminate the sky, but burn to a crisp any unsuspecting hedgehogs. Laser guns fire unmercifully at Sonic as he makes his way closer to the base. Motorized platforms are the only transportation to the launching pad of Robotnik's blimp. The blimp is fortified with closing spiked walls, exploding mines, and immense cannons with an endless supply of ammo. Sonic must learn the firing pattern of the guns if he is going to succeed. If he avoids these obstacles, he will confront Robotnik for the final battle.

Sonic The Hedgehog for the Master System is packed to perfection. The graphics are eyepopping, and the imaginative and varying gameplay of each zone make this game a masterpiece. The bonus stages are a game all in themselves and add yet another dimension to this cartridge powerhouse. Sega game players will need to try this one out to understand the true power of their Master Systems!

(Continued on Page 48)

Attention Sega™ Master System™ Owners:

SONIC THE HEDGEHOG™ Is Here!

**That's right. Sonic is here.
And He's going to do things
you've never seen done before.
This high-speed hedgehog totally
demolishes the 8-bit sound barrier.**

And He's just $29.95

Shipping, handling and applicable taxes are extra



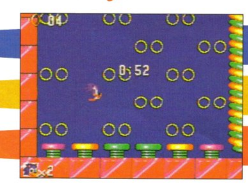
Check your local retailer or call 1-800-USA-SEGA to order Sonic The Hedgehog or other great Sega Master System games!

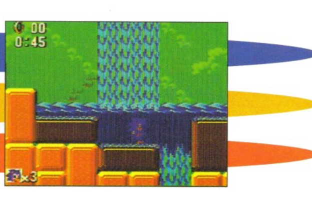
SONIC THE HEDGEHOG CONTINUES...



Always carry at least one ring, and never open the arrow monitors on the first two levels, so you can go back and collect more rings.

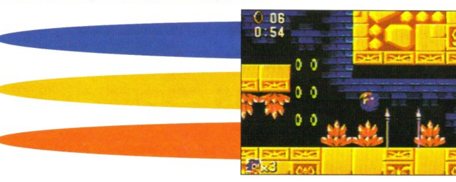
Before you go off to battle in act three of the jungle zone, fall in the water to the right to discover a secret 1-up.





Stay on the left platform of the maze to beat Robotnik yet another time. Let his shots fly over your head, and only attack him when he descends from above. You just have to move from left to right to avoid his torpedoes.

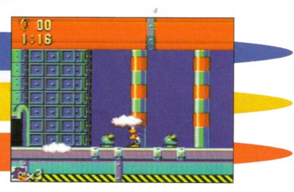
In the Bonus Stage, the most valuable item is the Continue Monitor. If you can collect it and make it out the exit before time expires, you've succeeded.



To defeat Robotnik at the end of the Bridge Zone, attack him from the middle platform then jump on the platform furthest away from him. Immediately after he fires his weapon jump in between the middle and top fireballs, and land back on the middle platform. Repeat.

Robotnik is tough in the jungle zone. But to dispose of him, attack him at the far ends of the vine when he descends. Jump from left to right to avoid the bowling balls and stay out of the middle.





Take advantage of a Golden opportunity

Limited time offer



Get *Golden Axe Warrior™* and the *Power Base Converter™* together for a great low price!

Don't miss a single second of the Golden Axe mega-legend! *Golden Axe Warrior* is here!

It's gigantic, with nine intense labyrinths to search plus extensive overland action. Solve mysteries with clues from the people of the kingdom as you set out to wrest the Golden Axe from Death Adder's loathsome grip.

You'll need your brain to figure out the puzzles. You'll need weapons and armor to survive the monsters. You'll need special objects to perform magic. And if you don't have a Master System II™, you'll need a Power Base Converter to recapture the nine mystical crystals and preserve the kingdom of Firewood.

The Sega Power Base Converter lets you play all the great classic and new 8-bit carts on your Genesis. Your game library will know no bounds!

And now, for a limited time, you'll find *Golden Axe Warrior* and the Power Base Converter packed together for the special price of $49.95*!

That's a savings of up to $10!

* Shipping, handling, and applicable taxes are extra. Subject to prior sale.

Check out your local Sega dealer. Or call us at 1-800-USA-SEGA to order Golden Axe Warrior and the Power Base Converter.



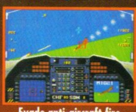
CAN YOU FLY? CAN YOU DRIVE? CAN YOU STRETCH UP HIGH? CAN YOU...
NO, I'M OUTTA HERE!
SPEED ISN'T EVERYTHING
JAMES POND II, CODENAME: ROBOCOD.
This power-suited secret agent will need every trick in his arsenal (including his notorious flying bathtub) to foil Doctor Maybe's latest plans.
JAMES POND II
To order: Visit your local retailer or call (800) 245-4525 anytime!
Software by Millennium. James Pond and Robocod are trademarks of Millennium. Screens from the Sega Genesis version. Sega and Genesis are trademarks of Sega Enterprises, Ltd.
SEGA GENESIS
ELECTRONIC ARTS®
95 cents for the first minute, 75 cents for each minute thereafter. Be sure to get your parents' permission to use the Hotline if you are under 18 years of age. Messages subject to change without notice. For hints and information call the
ELECTRONIC ARTS HINTS HOTLINE 1-900-288-HINT

TOTAL AIR SUPERIORITY

F22 INTERCEPTOR™
ADVANCED TACTICAL FIGHTER

EA AIR FORCE™

The US Air Force won't have the F-22 until 1994, but the EA Air Force has it today! ☆ Take control of America's newest Air Superiority fighter in the first combat flight simulator for the Sega Genesis. ☆ Hit the afterburners and roar into battle against multiple land, sea, and air targets in four areas of the world. ☆ Feel the G-forces pull at your body as you loop to close in on a MiG or turn to strafe a SCUD missile base. ☆ The F-22 has it all!


Evade anti-aircraft fire while dodging MiGs.


Choose internal or external views of your plane as you fly.

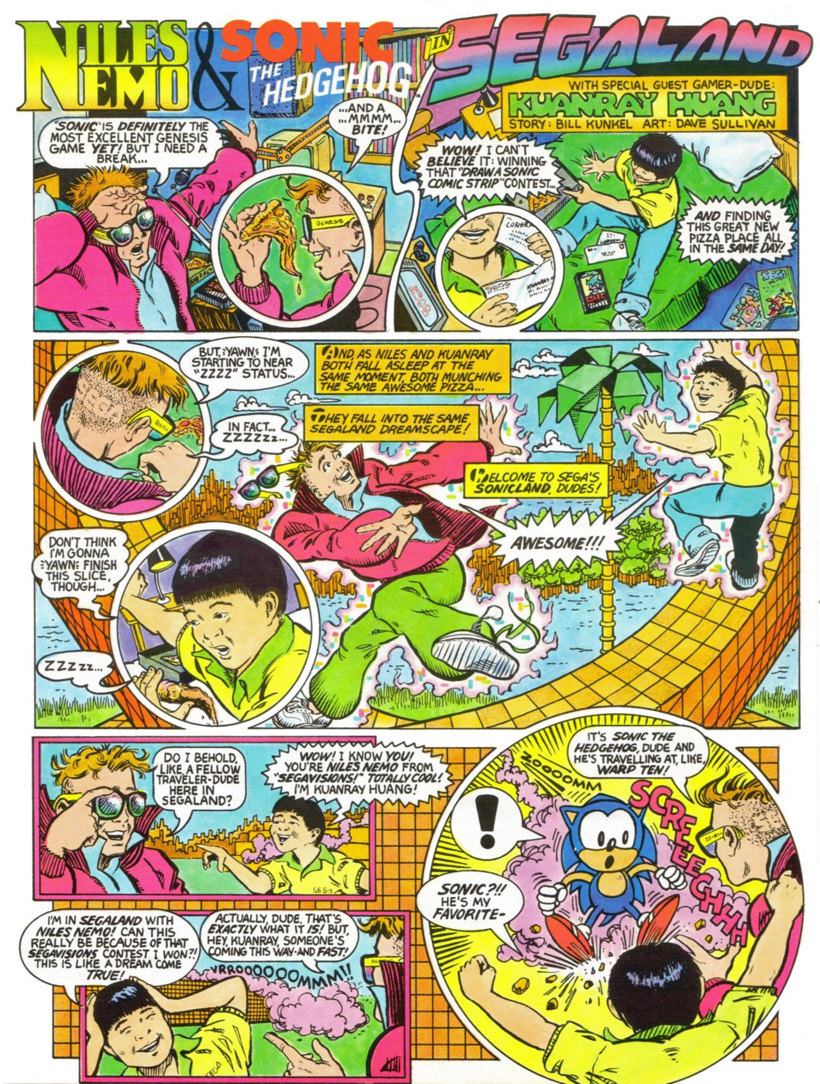

Sidewinders, Mavericks, TOW anti-tank missiles - the F-22 packs a lethal payload.

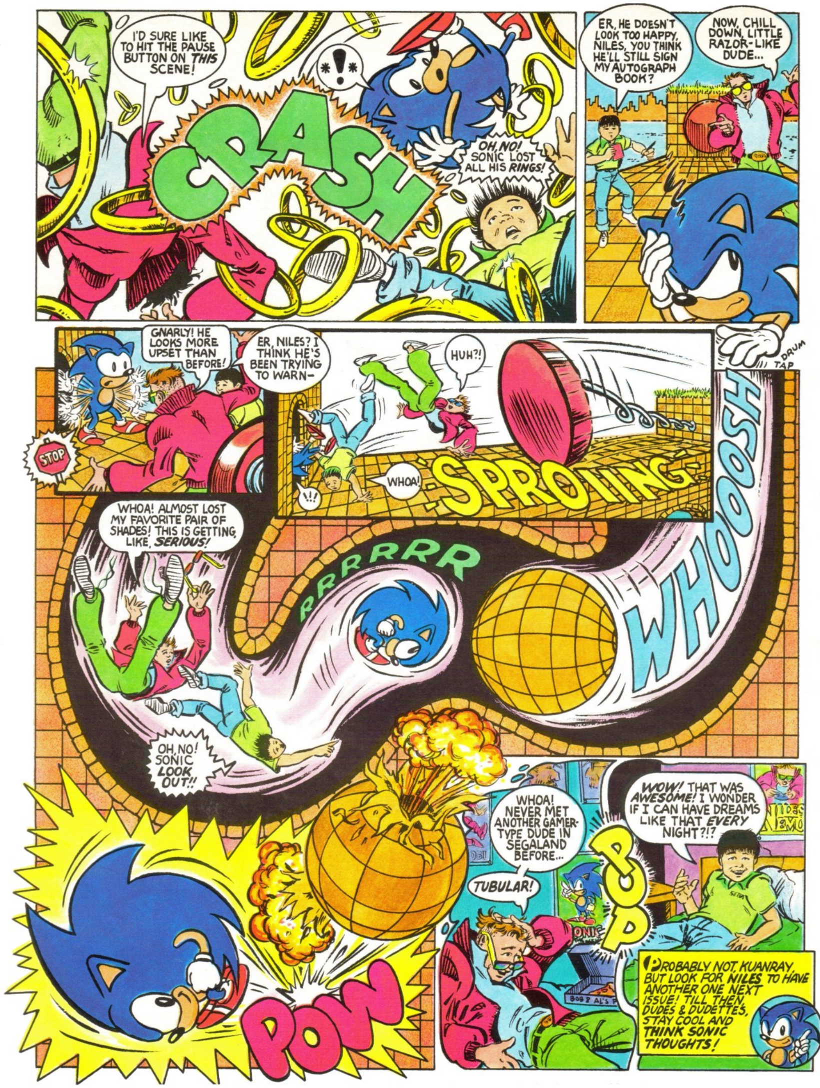



ELECTRONIC ARTS®

 Visit your retailer or call 1-800-245-4525 *anytime.*
F-22 Interceptor-Advanced Tactical Fighter by Ned Lerner and Gene Kusmiak.

SEGA GENESIS


NILES NEMO & SONIC THE HEDGEHOG IN SEGALAND
WITH SPECIAL GUEST GAMER-DUDE:
KUANRAY HUANG
STORY: BILL KUNKEL ART: DAVE SULLIVAN
"SONIC" IS DEFINITELY THE MOST EXCELLENT GENESIS GAME YET! BUT I NEED A BREAK...
...AND A ...MMMM... BITE!
WOW! I CAN'T BELIEVE IT: WINNING THAT "DRAW A SONIC COMIC STRIP" CONTEST...
AND FINDING THIS GREAT NEW PIZZA PLACE ALL IN THE SAME DAY!
BUT, YAWN, I'M STARTING TO NEAR "ZZZZ" STATUS...
IN FACT... ZZZZZz...
AND, AS NILES AND KUANRAY BOTH FALL ASLEEP AT THE SAME MOMENT, BOTH MUNCHING THE SAME AWESOME PIZZA...
THEY FALL INTO THE SAME SEGALAND DREAMSCAPE!
WELCOME TO SEGA'S SONICLAND, DUDES!
AWESOME!!!
DON'T THINK I'M GONNA YAWN FINISH THIS SLICE, THOUGH...
ZZZzz...
DO I BEHOLD, LIKE, A FELLOW TRAVELER-DUDE HERE IN SEGALAND?
WOW! I KNOW YOU! YOU'RE NILES NEMO FROM "SEGAVISIONS!" TOTALLY COOL! I'M KUANRAY HUANG!
I'M IN SEGALAND WITH NILES NEMO! CAN THIS REALLY BE BECAUSE OF THAT SEGAVISIONS CONTEST I WON?! THIS IS LIKE A DREAM COME TRUE!
ACTUALLY, DUDE, THAT'S EXACTLY WHAT IT IS! BUT, HEY, KUANRAY, SOMEONE'S COMING THIS WAY-AND FAST!
VRROOOOOOOMMM!!
IT'S SONIC THE HEDGEHOG, DUDE AND HE'S TRAVELLING AT, LIKE, WARP TEN!
ZOOOOMM
SCREEECHHH
!
SONIC?!! HE'S MY FAVORITE-


I'D SURE LIKE TO HIT THE PAUSE BUTTON ON THIS SCENE!
!
CRASH
OH, NO! SONIC LOST ALL HIS RINGS!
ER, HE DOESN'T LOOK TOO HAPPY, NILES, YOU THINK HE'LL STILL SIGN MY AUTOGRAPH BOOK?
NOW, CHILL DOWN, LITTLE RAZOR-LIKE DUDE...
DRUM TAP
GNARLY! HE LOOKS MORE UPSET THAN BEFORE!
STOP
ER, NILES? I THINK HE'S BEEN TRYING TO WARN–
HUH?!
WHOA!
!
SPROING
WHOOOSH
WHOA! ALMOST LOST MY FAVORITE PAIR OF SHADES! THIS IS GETTING, LIKE, SERIOUS!
RRRRRRR
OH, NO! SONIC LOOK OUT!!
POW
WHOA! NEVER MET ANOTHER GAMER-TYPE DUDE IN SEGALAND BEFORE...
TUBULAR!
POP
WOW! THAT WAS AWESOME! I WONDER IF I CAN HAVE DREAMS LIKE THAT EVERY NIGHT?!?
PROBABLY NOT, KUANRAY, BUT LOOK FOR NILES TO HAVE ANOTHER ONE NEXT ISSUE! TILL THEN, DUDES & DUDETTES, STAY COOL AND THINK SONIC THOUGHTS!

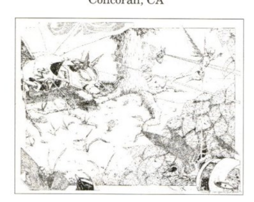


Great Sega Brush-Off: The Final Chapter, Part II

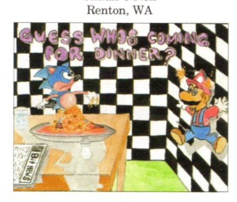
As promised, we've got some more great Brush-Off art for you to feast your eyes on. This time around, we're showing the Runner's Up and Honorable Mention winners.

Thanks to all our Sega game players for sending such incredible entries. Keep on the look out for the next Sega VISIONS contest!

Honorable Mention
Joseph Zamora
Concoran, CA



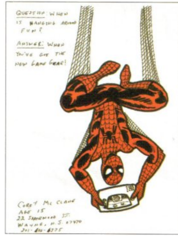
Best Sonic The Hedgehog Runner-Up
Shaun O'Neil
Renton, WA





Best Unusual Medium Runner-Up
Patrick J. Murray
Oceanport, NJ

Best Game Gear Runner-Up
Corey McClane
Wayne, NJ





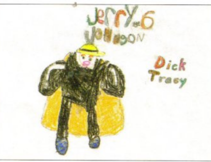
Honorable Mention
Juan Villescas
Phoenix, AZ





Best Master System Runner-Up
Seth D. Boyd
Redondo Beach, CA

Best Younger Artist Runner-Up
Jerry Johnson
Tulelake, CA



Continued on page 58

SEGA GENESIS 16-BIT CARTRIDGE

STAR ODYSSEY

A Futuristic Sci-Fi RPG

Cast yourself into the world of space adventure with this new RPG. Star Odyssey is a futuristic science fiction adventure that takes place millions of light years ahead of our own world in a galaxy far away. You are a warrior saved as an infant 16 years ago when your parents placed you into a life capsule in a time of peril. History and the future entwine into a fascinating adventure that will take you to the edges of the Galaxy Union Empire. Animated battle scenes with multi-scrolling backgrounds, voice synthesized magic spells, outstanding graphics, eight megs of memory, and a battery back-up are featured in this intriguing adventure of the unknown. Star Odyssey by Sage's Creation for the Sega Genesis System is about to take you into a new realm of Sci-Fi RPG adventure. Attain the fantasy, start the adventure. Your Star Odyssey is about to begin!



Look for these and other new exciting titles from Sage's Creation.







THE GREATEST PLAY IN FOOTBALL HISTORY.

ELECTRONIC ARTS®
JOHN MADDEN FOOTBALL '92
BY JIM SIMMONS, SCOTT ORR, RICHARD HILLEMAN, MICHAEL BROOK AND JOHN MADDEN
FROM THE DESIGNERS OF NHL® HOCKEY.
OVER 20 NEW FEATURES
EASN
OFFICIAL SEGA SEAL OF QUALITY
Licensed by Sega Enterprises Ltd. for play on the SEGA® GENESIS™ SYSTEM

Brace yourself for the brand new version of the game awarded Genesis "Game of the Year" by Game Player's.

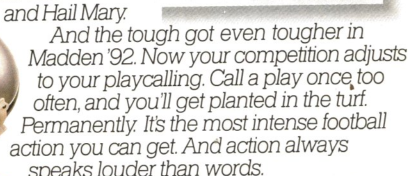
John Madden Football™ '92. It doesn't get any tougher than this.

Madden '92 delivers the most guts in football. Twenty-eight updated pro teams, plus a new All-Madden squad. The latest plays, schemes, and formations including the Run and Shoot, 3-4 defenses, and a fistful of new Madden plays like Tuf Bronco and Hail Mary.



And the tough got even tougher in Madden '92. Now your competition adjusts to your playcalling. Call a play once too often, and you'll get planted in the turf. Permanently. It's the most intense football action you can get. And action always speaks louder than words.

So Madden '92 is flat-out the most realistic game this side of Sunday afternoon.

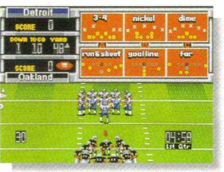


Each team roster is packed with 35 men, each man rated on six different attributes. Some are more durable; others, better on grass; others, better in mud. Play to their strengths, and you'll make it to the playoffs.

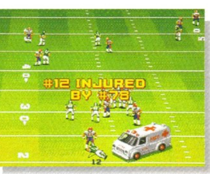
The EASN half-time show has stats, highlights from other games, and no stupid insurance commercials.

Besides calling the shots, you have more moves than a cheerleader. Take your running back, for example. You control every spin, hurdle, cut back, dive, you name it. Use the "oomph" button to steamroll for a first down. If you don't like what you see at the line of scrimmage, you can audible. You even choose the weather.

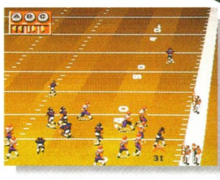
Coach Madden's drafted a whole new game this year including the Run and Shoot, 3-4 defenses, and much more.



This season's a lot tougher. Call a play once too often and you'll get planted in the turf.



Watch the momentum shift after the hardest-hitting play in football: the ol' quarterback sneak to the hospital.



Talk about in your face. Instant replay gives you the ultimate payback hit.

EASN gives you better coverage than a nickel defense. The latest sack dance. Touchdown boogies. Injuries. Penalties. The gamesavers. The goats. Close-ups that zoom right in on critical first down measurements. Every boo, cheer, or gasp from the crowd. All the details and grit of the sport itself.

Any play can be instantly replayed. So you can analyze blown assignments in slo-mo or frame by frame. After every drive, Madden delivers stats and summaries.

Quit talking and get a real piece of the action. Visit your local EA dealer or order by phone any time: (800) 245-4525. And make Madden '92 your number one pick.

Get Real!

ELECTRONIC ARTS®

Sega beats the competition



Continued from page 54

Well, we can't say we were surprised. But now everyone knows what we knew, and what you've known all along: when Sega video game systems and games go up against the competition, there's no contest. Sega is undeniably tops.

For nine weeks this fall, we took the Sega World Tour to malls in 25 cities across the country, from Baltimore to San Jose, from Seattle to Pittsburgh. We let the gamers decide, in head-to-head competition, which systems were the best. Players tested Sega Genesis with Sonic The Hedgehog against Nintendo's Super NES with Super Mario World.

Everywhere we went, it was the same thing: Sega always came out on top. And not by a little. A big, walloping 88% of the more than 26,000 players who participated said Sega Genesis was best. Only 11% of the players thought Nintendo's Super NES was the better of the two.

Game Gear was the star of the hand-held competition. It won almost 92% of the gamer vote, *trouncing Game Boy's paltry 8%.* All in all, Sega was proclaimed the most awesome video game company by a margin of almost 9 to 1.

So there it is, Segaphiles. Cold, hard statistics that prove we're the hottest in the video gaming world. And getting hotter all the time!

Sega's celebrity connection

What video games do your favorite celebrities play? Stars like: Brian Austin Green *(Beverly Hills, 90210)*, Karyn Parsons *(Fresh Prince of Bel Air)*, Wil Wheaton *(Star Trek: The Next Generation)*, Tommy Puett *(Life Goes On)*, members of The Party (recording artists), Macaulay Culkin *(Home Alone)*, Downtown Julie Brown *(MTV)* and many professional athletes all play video games, just like you!

Jason Rich is the author of an exciting new book called *Celebrity Teen Talk: Exclusive Celebrity Interviews, Video Game Tips & Reviews* which contains interviews with over 40 big-name celebrities talking about themselves and their favorite video games. The book contains hundreds of game playing tips, directly from the stars. You can get your copy of *Celebrity Teen Talk: Exclusive Celebrity Interviews, Video Game Tips & Reviews* at bookstores everywhere.

Starting in the next issue, author Jason Rich will be writing a regular column for Sega VISIONS, which will take you behind-the-scenes in Hollywood to find out what Sega games America's hottest stars are playing! You'll get the inside scoop on who's playing the same games you are, who gets stuck in the same places, and you'll even get a few of the latest game playing tips and passwords.

Jason Rich has the inside line to Hollywood, and he knows all about the latest Sega Genesis, Game Gear and Master System games. So look in the next issue of Sega VISIONS and get the inside scoop on the stars and on the hottest Sega games!

WARSONG

OFFICIAL SEGA SEAL OF QUALITY

SEGA GENESIS 16-BIT CARTRIDGE

TRECO™

Discover weapons of extraordinary power, and allocate them to your allies. Given the right item, a commander can become nearly invincible!

Send an allied army into the heat of battle. You are in command of everyone from magic knights and warlocks to royal foot soldiers.

Positioning your commanders and their armies is critical for victory of a campaign.

The Dalsis Empire has laid siege upon the Castle of Baltia to seize the legendary sword — WARSONG. In desperation, King Alfador sends his only son into the countryside, away from impending death. Now, Prince Garette must rally his allies from across the kingdom, and lead their armies in a battle to recapture the sacred sword, and restore justice...

- Strategy Role Playing puts you in full command!
- Watch as armies clash, magic ignites, and monsters devastate!
- Thrill as the tale of Baltia unfolds in the heat of battle!
- Battery Backup saves 4 campaigns!

WARSONG — The Greatest Tale Of Swords And Magic You'll Ever Play!





THE ONLY GAME TO SCORE WITH THE NHL®



This is definitely the ultimate power play.

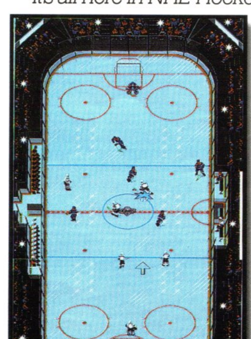
Twenty-two NHL® teams. Two All-Star squads. The Stanley Cup.® All the wholesome mayhem you love about professional hockey.

It's all here in NHL® Hockey. The most action-packed, fast-paced, and high-contact Genesis game to come along since John Madden Football.™

SEGA GENESIS

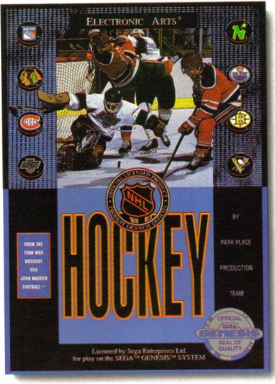
In fact, the same guys who tackled Madden designed NHL Hockey. So you think they'd miss any of the sport's finer points? Get real.

Every skater is modeled on 14 different attributes, like skating, strength, and rink awareness, based on 1990-91 stats.



As you can see from this composite screen shot, there's more action than you can shake a stick at.

Your goalie has as many saves as the Red Cross. Kick saves, glove saves, stick saves. You can even pull him for an all-out assault.



There's total player control, too. Take ballistic slapshots, execute sly backhands, flick passes to teammates; make great kick, glove, or stick saves; slash, hook, trip, high stick, or check the living daylights out of the other guy.

But if you step over the line, the refs will penalize you. Then cool your skates in the penalty box.

The goal of the game is to skate and score your way to the Stanley Cup. To get there, you'll face-off against every obstacle the pros do.



Intense, hard-hitting realism makes NHL Hockey the hottest game on ice.



If you have all the right moves, you get invited to the big dance—the Stanley Cup Finals.



This game definitely doesn't pull any punches. After you taste a few hip checks, poke checks, and shoulder checks, you'll know what we mean.



Everything measures up perfectly to the NHL. Compare position-by-position scouting report at-a-glance.

Overtime periods. Power plays. Play-offs. Penalties. Everything's the spitting image of hockey. Instant replays. Scouting reports. Rowdy crowd reactions. Sound and animation that'll level you.

Take your best shot at the NHL. See your local game retailer or call (800) 245-4525 to order NHL Hockey now. It's the only way to play with the pros and still keep your teeth.





FOOTBALL SO REAL, IT EVEN COMES WITH A MOUTHPIECE.

Any video game can give you a taste of real football. But only one serves up a whole mouthful. New, Joe Montana II Sports Talk Football™ from Sega Genesis.™ The first sports video game with an ongoing play by play announcer's voice.

Now you can get complete coverage of all the hard-hitting action. Instantly. Just like real, professional football on TV. "The blitz is on." "Dumped at the twenty." "Signals for the fair catch." Our man behind the microphone tells you when the secondary is closing in, where a receiver's open, when there's a man in motion. And delivers a truckload of halftime recaps and stats.

And like real football on TV, you get the big picture, too. During a play, the game automatically zooms into a dazzling close-up. You see every diving catch, pulverizing tackle and explosive charge up the middle. You even get instant replays.

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So remember, if you want real football action, the name of the game is Joe Montana II Sports Talk Football. Anything else is just talk.

